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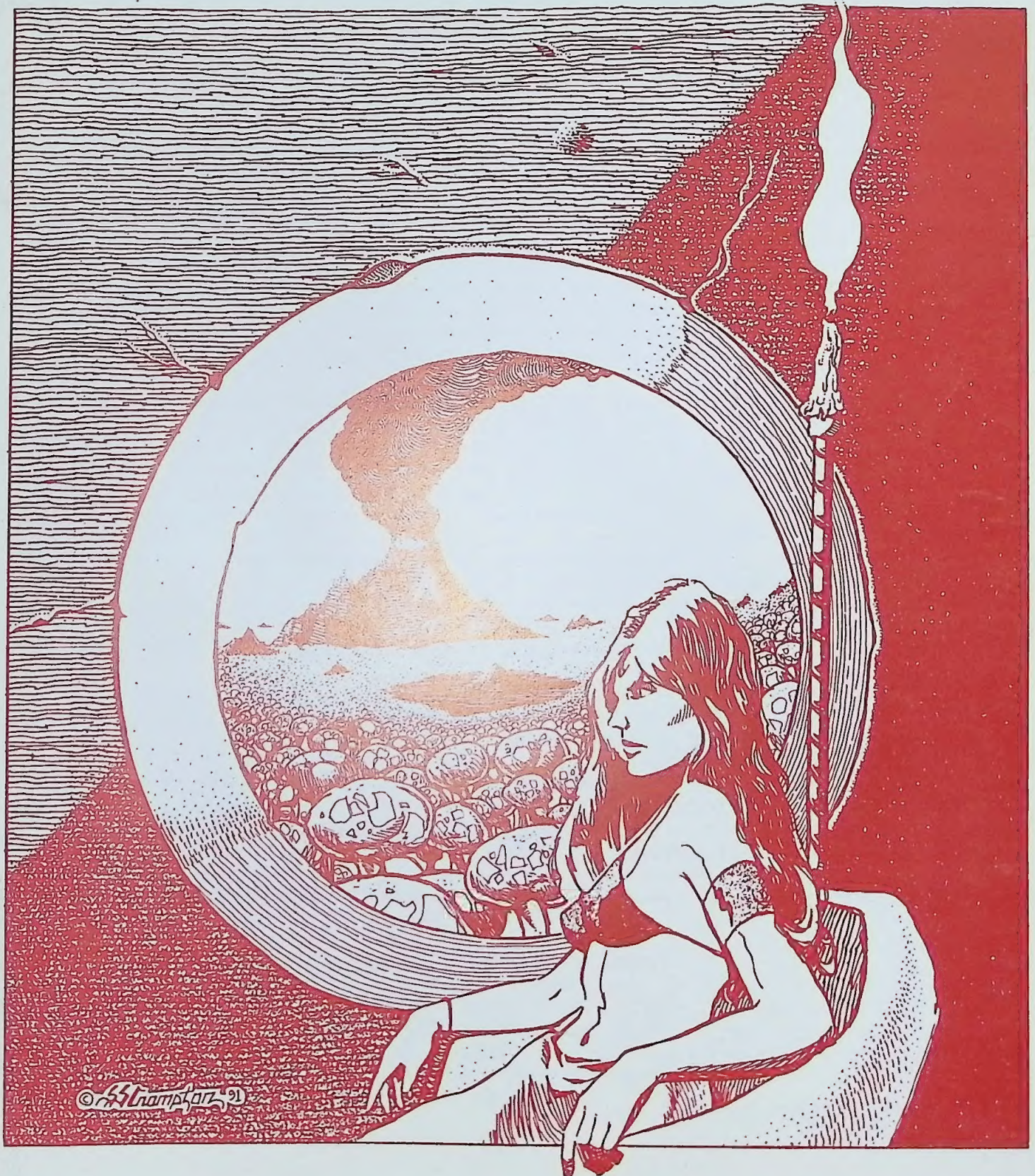
"The Informative Play By Mail Magazine"

ISSUE #48

MAY/JUNE 1991

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INSIDE!
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Starbase
Legends
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COMING IN ISSUE #49

Our 8th Anniversary Issue

Paper Mayhem is published bimonthly by the Paper Mayhem Association. The mailing address for Paper Mayhem is 1518 Adams Street, Ottawa, IL 61350-4770, the business phone is 815-433-2047 with calls accepted between 6-9 p.m. Central only. Subscriptions via 3rd class bulk mail are \$24.00 for 1 year (6 issues) and \$42.00 for 2 years (12 issues) for addresses in the U.S. Subscriptions to Canada and Mexico are \$31.00 for 6 issues and \$56.00 for 12 sent by surface mail. Subscriptions to Europe are \$51.00 for 6 issues airmail. Subscriptions to Australia are \$57.00 for 6 issues airmail. All subscriptions to Paper Mayhem are to be paid in US funds by check or money order. Checks must be drawn from a US bank. The issue of expiration is printed on the mailing label of each subscription. Changes of address for the delivery of subscription copies must be received at least six weeks prior to the effective date of change in order to assure uninterrupted delivery. All materials published in Paper Mayhem becomes the exclusive property of the publisher, unless special arrangements to the contrary are made prior to publication. Paper Mayhem welcomes unsolicited submissions of written material and artwork; however, no responsibility for such submissions can be assumed by the publisher in any event. Any submission accompanied by a self-addressed, stamped envelope of sufficient size will be returned if it cannot be published.

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Play-By-Mail gaming is as the title says, playing games through mail. You achieve this by filling out a turn sheet for a game and mailing it back to its respective company. The company will then process your turn and the other players turns that are in your game and send them back to you, so that you can make your next move.

PBM Games vary in the size of the games, turn around time, length of time a game lasts, and prices. An average PBM game has 10-20 players in it, but there are also games that have hundreds of players. Turn around time is the length of time it takes to get your turn back from a company. The average turnaround time is 2 weeks. Some games never end. They can go one virtually forever or until you decide to drop. Many games have victory conditions that can be achieved within a year or two. Prices vary for the different PBM games, but the average price per turn is about \$2.00.

DEADLINE FOR ISSUE #49 (JULY/AUG 1991) IS MAY 7, 1991

WHERE WE'RE HEADING

In the last issue I had mentioned how impressive the rulebooks were for Portinium by Enchanted Horizons. Soon after I had written this, I received a frantic call from John James of Enchanted Horizons explaining that they were experiencing production problems with Portinium and there would be a delay in the release of the game. John James also explained that Enchanted Horizons would be sending a letter to all people who had sent in money to get into the game via registered letter to inform them of this problem. He hopes that the problem will be corrected and Portinium will start later this year.

I commend Enchanted Horizons for informing it's players and also giving **FULL REFUNDS!** Most companies that have production problems don't even inform their players, let alone give a full refund via registered letter. This goes to show you the integrity of Enchanted Horizons. Once their problems are corrected, they should be a good company to deal with. They will still be sending out their monthly newsletter to keep the players informed.

There are several inserts with this issue of Paper Mayhem. One of them is a flier for AndCon 91. I know I have been writing about it the last few issues, but I feel it is important that we have a National PBM Convention. I want to help AndCon 91 out as much as possible, so I am doing it the best way that I know how by informing my readers about it. I know that Gary Smith has been putting a lot of time and effort into AndCon 91 and several PBM companies are also backing him. Now all we need is the players to show up and help support PBM too. All the information that you need to know is on the flier. If by chance a flier didn't get into your issue you can write to: AndCon 91, PO Box 142, Kent OH 44240.

Another insert is the ballot for the Academy of Adventure Gaming of Arts and Designs. These

awards are presented at Origins each year. I encourage you to fill out a ballot and send it in. The only fee is the postage stamp to mail in your ballot. so what's to lose? We need your opinion for the PBM divisions. **VOTE ONLY ONCE!** We don't need the problems that occurred last year that caused no PBM winners. The Academy is allowing a revote this year for last years PBM divisions, so don't forget them.

The last insert is the Paper Mayhem ratings form for PBM games and companies. I encourage you to fill them out and send them to me. This helps to keep the ratings as current as possible. If you regularly send in a ratings form, we will just update your file. If on your file you do not list a game that you used to play, it will be deleted from your file and taken out of the ratings. This is why from time to time there will be less people rating a game than the previous issue. I am still working on a new ratings form that will be a lot easier to use than the current one.

Rolling Thunder Games Inc has just released its newest game called Victory! The Battle For Europe. The rules package is very substantial, since Victory! is very detailed and full of the historical flavor of Europe during World War II. One portion of the rules package is a gigantic map for the game. Victory! is fully computer moderated and Rolling Thunder Games boasts that the combat routines are extensively detailed. More on Victory! will be learned for later issues, but if you want to find out more now write to: Rolling Thunder Games, PO Box 1240, Broomfield CO 80038-1240.

Adventures By Mail sent out a mailing listing their games with Isle of Crowns now being mentioned as ready. Isle of Crowns is a strategic fantasy wargame by ABM. According to their advertisement, the game last for 20 turns with a 2 week turnaround (they also have 3 week games too). We will keep you informed about this, but if you want

more information write to: Adventures By Mail, PO Box 436, Cohoes NY 12047.

It seems as though I am in need of people to write for Paper Mayhem. There is no way to cover the PBM market effectively with the number of games that are out there. You don't have to write a review, maybe a strategy article about your favorite game, hints on various characters in the game, etc. You do not have to be assigned to a game, just write about the game(s) you are currently in. Submissions to Paper Mayhem should be typed, double spaced on a single sheet of paper. Each page should be numbered with the writers name and name of the article at the top of each page. If you wish the article returned in the event it is not used or needs additions, etc., enclose a SASE. All submissions used are given full or partial subscriptions to Paper Mayhem. If you are a current subscriber it is just added to your present subscription. If you have any further questions, let me know.

If you are looking for a way to pattern a submission, check out Mike Scheid's article on Intrigue in this issue. We welcome Mike Scheid back after a long absence in Paper Mayhem.

David C. Webber
Editor

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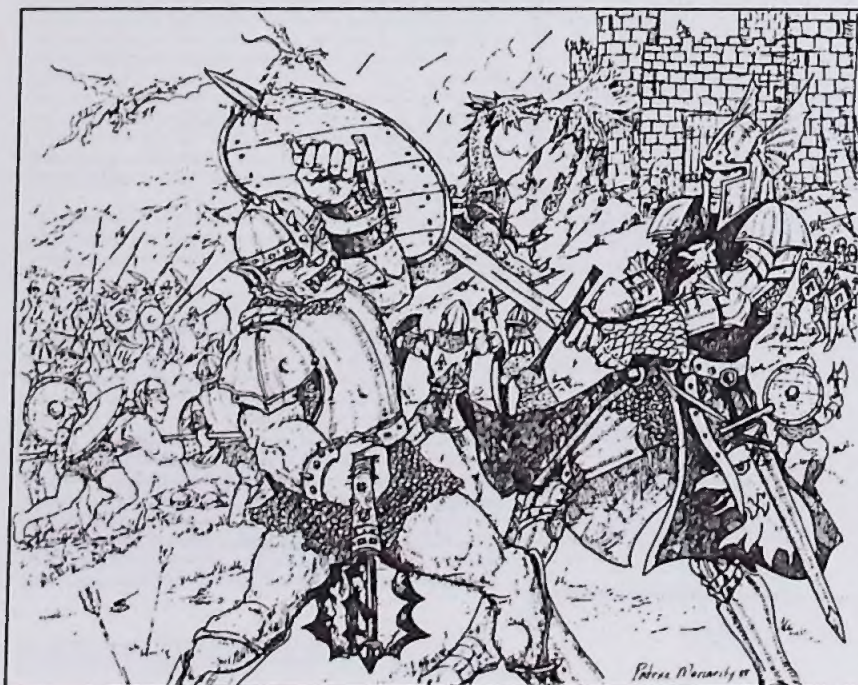
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LETTERS

Dear Dave,

O.K. everyone, we're going to do a very unscientific poll and I'd like you all to participate. On the count of three everyone yell out their biggest gripe about play-by-mail games. Ready? One-two-three-yell! What's that? Poor turn around time and/or slow turn processing? I agree.

I've lost count of the number of times I have heard about, read about, or encountered this problem. Games where turns are due every 2 weeks but as the game goes along it's suddenly has crept up to 6. Or turns not being run till 2 weeks after the due dates thereby setting everything back another 3 weeks because everyone has yet to get them back.

All this pushes back due dates until you are months/turns behind where you thought you'd be when you started. And as far as I know no one ever catches up. Are most games really that exciting to be getting them only 1 turn a month? And at the prices some of these companies charge?

I've talked to various people and the most common answer I get to this problem is "Well, I run them in my spare time, when I get a free moment."

Buzzzz!!! Wrong answer Hans!!!

Too many people feel they can slap together a P.B.M game in no time and make some quick cash. They don't realize that it is a BUSINESS!

That's right, a business. If someone is paying you money you are in business. You need a license. You have to pay taxes. You have an obligation to be professional and business-like about what you do. You are being paid

to do this. (By the way, I am, and always will be, suspicious of any game that has no company name to make a check out to, or a company name where you still have to make the check out to a person. This means they probably have no way of cashing your check under their business name (i.e. no checking account, no check cashing, no license for a business checking account, no refunds, which can leave you with no money.) So, be very careful of "Name Name" P.B.M companies. This does not mean that you couldn't have trouble with "Name" companies but at least they have taken the time and effort to get a business license and a business checking account.)

I have quit several games because of these problems and am thinking of doing the same to a couple of others. I just cannot see playing a game where because it's been so long between turns that you have to go back and reread the rulebook! (I do however realize that old age may have something to do with this.)

So, if you don't have the time for your game, neither do I and I certainly don't have the money.

Thanks

Mark Minch

Dear Dave,

Issue #47 contained two responses to a letter I wrote in issue #46 concerning simultaneous turn processing and related aspects of computer programming. From their content, I felt some points in my original letter were misunderstood, and I'd like this chance to clear them up.

First, to Rick Loomis, you should know that I do do my homework. I held off on sending my letter until I had received rules to both Battle Plan and World Wide Battle Plan. But when they didn't illuminate my quite technical

and specific concern, and when a phone call to Flying Buffalo didn't either, I figured I'd done all I could. Additionally, in deciding not to point any fingers at bad games in my letter, I felt it would be unfair to point out my favorites. Now that I'm responding, let me clarify something: I fully agree that BP and WWBP set one of the finest benchmarks of computer-moderated quality in the industry, and it is no accident that they satisfy the first two criteria in my original letter (simultaneous processing and mid-space movement). As far as the third criteria is concerned, however, I must still disagree with your statement that both BP and WWBP fully incorporate simultaneous combat. If I'm wrong then I guess I owe you an apology, but first let me describe a combat situation which I think will prove my point.

[Five players, A,B,C,D, and E, are involved in a standard strategic wargame. It's combat time and in one of the game's territories, units from each player are present. The diplomatic stances are as follows (it will help if you draw this out): A is friendly to B and D and hostile to C and E. B is friendly to A, hostile to D and E, and neutral to C. C is hostile to A and D and neutral to B and E. D is friendly to A and E and hostile to B and C. E is friendly to A, hostile to B and D and neutral to C. If a hostile attacks a friendly, a medium-level of game realism calls for the friendly side to be surprised, and not be able to attack for two turns. A hostile attacking a neutral surprises the neutral for only one turn. In our situation, player A owns the territory. B, D, and E have entered as friends and C as an enemy. On round one of combat, each player can target those players he is hostile towards. The same holds true for every other round, but by round number two, some diplomatic stances have changed. A is still fighting C and backstabbing E. B is now fighting

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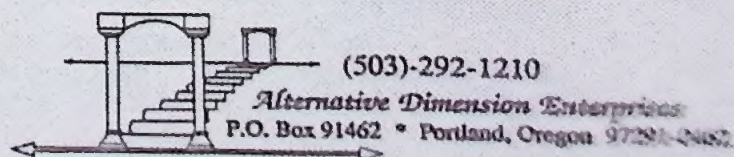
Spiritual Enlightenment: While no one has officially attained spiritual enlightenment while playing this game, it is rumored that several people are well on their way.

Raw Tonnage: Rulebook, Creature Catalog, Manual of the Characters and Colleges, and a full color map---over *one hundred pages* of enjoyable reading material all included in your \$8 start-up kit. And that's not all! We are still providing *Raw Tonnage* each and every turn for the same old \$5 turn fee!

"Sob. I stay awake at nights fearing for the poor souls that are trapped in PBM limbo, unable to find a game that offers an enjoyable challenge. And to think, all they have to do is call. Sniff." ---Thom Marssdorf, A.D.E. President

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C as well as D and E (he feels obligated to defend the owner of the territory he's in since they've formed an alliance). C is still attacking A and D but is now getting backstabbed by C. D is attacking B and C and getting backstabbed by E. And E is fighting B, backstabbing D, and getting backstabbed by A. Etc. etc. (Also keep in mind that in simultaneous combat, each player determines how many casualties he inflicts and on which players those casualties are to be inflicted, *before* the casualties are actually subtracted from each player's forces. Two players killing the same unit is possible and realistic))

I feel justified in making such admittedly specific criticisms because last July I succeeded in creating a game moderation program which did satisfy my three criteria. Unfortunately, the final program, weighing in at over three megabytes, was written in HyperTalk. A PBM developers dream language if only it didn't literally take about eight hours to run one turn of one game. The introduction of HyperTalk 2.0 may alleviate this problem. We'll see.

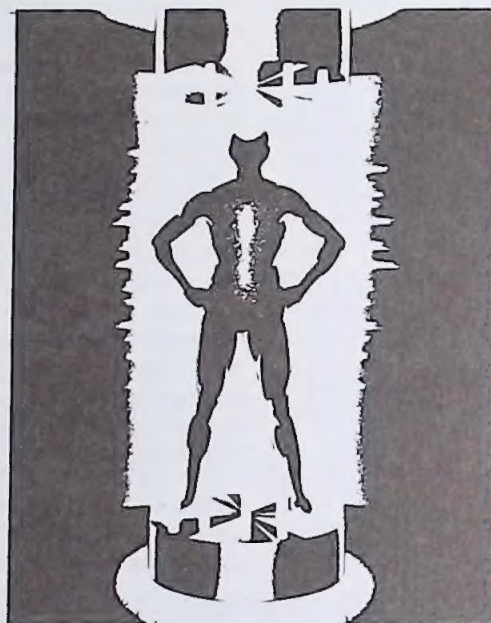
Switching gears, I'd like to address Phil Krauskopf's comments about programming. First, it is important to recognize the truth in his statement that "simultaneous processing is merely another option available to game designers, and its use should be determined by the type of game designed, as well as the level of detail the designer wishes to stress." I fully agree and regret that I did not make that clearer. Here's the situation I was criticizing: Bob the Designer spends a few weeks creating a game in his head and then writes it down on paper. The game is detailed, realistic, and not too complicated. Bob then shows the papers to Fred the Programmer who instantly realizes that there is no way he can program the part of the game which calls for terrain modifiers. Pro-

gramming proceeds anyway, and in the rules, Bob writes that, in his game, advanced technology has made terrain concerns obsolete. Mark the Player, when he reads that part of the rule book, reflects on how cool future technology will be, unaware that if Fred had been a better programmer, terrain modifiers might have been included, making it a higher quality, more competitive, and possibly more enjoyable game.

One of my great frustrations with PBM, from the perspective of someone more interested in moderating games than playing them, has been the relative puniness of the consumer base. I don't even want to address that issue in this letter, but I will say that *one* of the reasons

so few people play PBM is that there just aren't enough PBM power houses out there digging canals between the sea of traditional gamers and the pond of PBMs. How that "canal" should be dug, whether through greater exposure or a higher average in game quality, is up for debate. But, if the highly subjective criteria of higher average quality is required to make people stand up and notice PBM, recognize that the most effective way to raise that average is through a higher standard of programming excellence.

Matt Tavenner
Puyallup, Washington



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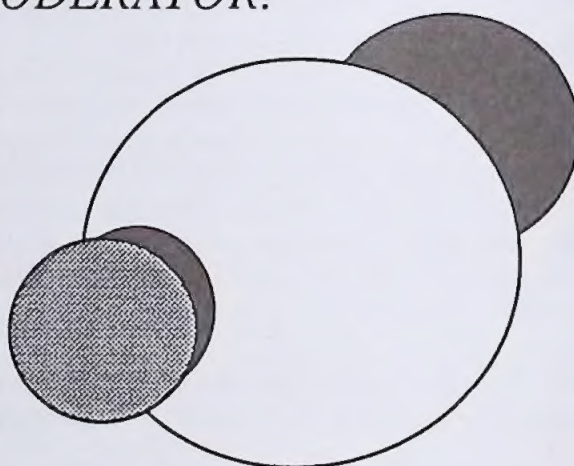
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PBM FORUM

A POLITE REBUTTAL

In Paper Mayhem #46, there was an article entitled "Adventurer's Guild: Another Look" by Spike Y. Jones, comparing and contrasting AG against Duellmasters. This was undoubtedly a response to a review that he felt was slanted and relatively unforgiving. Unfortunately, Mr. Jones' article was downright blindly biased, and in many cases spoke total untruths about Duellmasters. The purpose of this writing, then, is to set the record straight.

In truth, I have never ever seen Adventurer's Guild, so I am in no position to review it. But the points that Mr. Jones made against RSI's game are so incorrect, that I suspect that he has seen an equivalent amount of DM.

First of all, everything he said about character generation in AG is also true in DM, except for the ability to completely make your character from the bottom up. RSI sends you a pre-rolled fighter which you have to mold into one of the ten fighting styles. Admittedly, if you wanted a big, strong basher, and got a 5'4" guy with the constitution of a newborn babe, then you just have to live with what you get and hope for the next time. What Mr. Jones fails to mention is that the supposed wimp that you got has at least as much chance of winning as any other

fighter, if properly designed.

As for strategy, once again, everything Mr. Jones said about AG is also true for DM except for the special attack forms. There are special tactics in DM, but they are not the type that bring up images of fantastic battles or underhanded sneakiness. There are no magicians in DM, and every fighter is human. The tactics in DM are not of the "dirty trick" variety as they are in AG, but rather they are modifications of your fighting style. For example, if you wanted your striking attack fighter to be as fast as possible at the start of the fight, you might want the decisiveness tactic. Or if you know that your total parry fighter is coming up against a slasher who has a relentless attack, then you might consider using the parry tactic to make him concentrate even more on his defensive prowess and ignore the occasional opportunity to attack.

All that Mr. Jones said in regards to the ability to change your strategy at various points in the fight, as well as in desperation, or in case of the fighter being challenged exist in DM. What Mr. Jones implies when he says that a fighting style is "irrevocable" and "your character is stuck with that style until he either triumphs or dies by it" is that you really have little or no options between turns. Nothing could be farther from the truth as all of the fighting styles have great versatility when used by a thoughtful manager.

In regards to the output, DM is also laser-printed. Mr. Jones says that AG's turns are "easier to read, because

they are written in English, not as a series of abbreviations and codes (as in DM)...." This is a lie, plain and simple. DM's turns have always been in English with equipment and battle descriptions exactly as Mr. Jones stated that AG's are. He must have merely riveted his attention to the last section of the output, where your fighter's strategy is printed exactly as it appeared on the turn sheet that you sent in.

Mr. Jones also cites the DM sponsor program as a way to reduce the obviously mind-numbing effort necessary "to figure out the rules". Well, I happen to be one of those sponsors (one of about 15) and while I do receive letters of the general plea for help genre, the vast majority are by players who already understand the game and want to learn more and be more competitive. There will always be people who are not good at a particular game, and the game should not have to reduce its complexity just to suit these people. DM is a very intricate simulation (admittedly with some faults, but didn't Mr. Jones state that he had more than one suggestion to improve AG?...). I have been playing it for 6 1/2 years, and the enjoyment has not lessened one bit.

Next comes the subject of role-playing. This facet of PBM gaming has only recently come to DM on a large scale, but its effect has been great and the response by the gamers has been huge. Not only are you able to communicate with other managers via private diplomatic notes through the mail, and with personal ads, but now long articles are being written about wars, politics, and



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intrigue between the over 50 arenas in DM. Just as in AG, this is not required by the rules and has absolutely no bearing on the game other than results of the fights that may cause some outspoken manager some embarrassment.

But to say that "the ads in DM are for the most part simple 'Hi! Are there any other players in Nome, Alaska?'" is a downright insult to all of the DM players. Perhaps one in two dozen are like that, and they are dwarfed by the two to four pages of short personal ads containing various degrees of insults and praises for fellow managers and sometimes six to eight pages of long articles of the role-playing variety. The DM newsletter has been growing by leaps and bounds over the years; so much so that it is now printed on both sides of the paper, with two pages of text taking up one page of paper on each side (i.e. four pages of text per piece of paper). And most newsletters are at least four pieces of paper long and have been known to be over ten.

In closing it is obvious that Mr. Jones was long on propaganda, and short on facts. Perhaps next time, if he intends to be critical of another game, it might be a good idea to know something about it.

And, by the way, I also received a T-shirt from RSI for winning a Hyborian War game, and I'm sure that it has all the qualities of the shirt that Mr. Jones won....

John Merlino
Rohnert Park, CA

Dear Dave,

I would like to give a favorable recommendation to a game from Earnshaw Enterprises called "Conquest". The fact that I won the first game I played is not why I

liked it. It is a strategic game in the best form. That is to say the tactics are simple and don't get in your way. For those of you who like to watch your cavalry fight thru the enemy's left flank, this is not your game. This is a strategic game in which you must answer the basic questions of war: Do I attack or defend? Who do I attack? Where and when? How much money do I expend on defense or on my economy. This game is designed for the person who likes to spend more time thinking about his next move then analyzing his last move. Because of the limited intelligences, you will spend more time trying to figure out who is where then on what units do I buy.

I started out poorly by trying to starve my people so that I could build a war treasure. That caused them to revolt and cost my troops to put them down. I did not try that again and laid low to conserve my strength. After rebuilding my war chest, I decided to attack one of my neighbors. Here is where spies are helpful. On each turn you get a status of all the players. Since we each started with five cities the status tells you how many cities each player controls but not who controls what. Example 7-6-5-5-5-5-5-4-4 indicates that one player has taken two cities from his neighbors, one has added one city and three players have each lost one city. The spy report showed me that one of my neighbors had attacked his neighbor. With his attention on his attack, he had left himself open for attack. This is what a strategic game is about. Not about how well my imperial infantry fights against light cavalry.

This game will drive many to think that because it is so simple that it is not worth anything. Remember the most popular war game in the world is chess. Many play it but few master it. A good example of the strategic options you have is there is no due date. That is very im-

portant to the play of the game because each player's turn is run when it is received. Therefore you can control when your turns go in. After deciding who to attack, I sent in three turns as soon as I received them. Having designed an attack plan, I executed it as fast as I could. Knowing that he would counterattack and stop just reacting to my attacks, I went on the defense. Building a large defensive force, I stopped sending in turns. After he had wasted a lot of money on attacks, I started back at him. Remember that every rule that a game has, limits your strategic options. The simpler the game, the more that you control. In closing this game is not for everyone, in fact most PBM players will find it boring, because there is no cavalry charge. But then strategic games are for people who like to think.

Wayne G. Peeler
McPherson KS

Dear Dave,

I have been a PBM gamer and reader of your magazine for over 4 years. I read your magazine to find some insight on the games of which I am already playing and to discover something of the game from a reviewer to aid in my decision whether or not to play a game or to get info on new games either from gameline or ads. I have always taken the reviews with a degree of skepticism, because I feel 70% of the reviews fall into two extreme categories. Type 1. The disgruntled player who either hated the game system, got bad service from the gamemaster, or was quickly removed from the game by legal but, unfair (to them) means. These people write the review with the sole purpose of hurting the moderator by talking people out of playing the game. Type 2. People

MOBIUS-I

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If you're one of the above or would like to be, **MOBIUS-I** is the **PLAY-BY-MAIL** game for you. You too can mercilessly pound enemy colonies into rubble while your slaving hoards of planetary attack forces flame in from orbit! Tired of playing against a computer? Well here's your chance, because you'll be playing against up to 11 other players, as flesh and blood as yourself, and just as anxious to get their hands on your empire as you are to get your hands on theirs. Diplomacy, Grand Strategy, Combat,

intrigue, economics, logistics -- **Mobius-I** has it all. And for just three (countem) 3 dollars we'll send you the 68 page extensively exampled rulebook and directions on how to join a game. Send \$7.00 and we'll send you the rules to **ALL** of our play-by-mail games, including **STARWEB**, **WORLD-WIDE BATTLEPLAN**, **ILLUMINATI (PBM)**, **HEROIC FANTASY** and many more! **Mention where you saw this add and we'll include a coupon good for 1/2 off on your setup fee. Ask for our free catalog.**

Send to: Flying Buffalo Inc., PO Box 1467 Scottsdale, AZ 85252-1467. If you have Visa or Mastercard you may phone in your order at: (602)-945-6917, or FAX it at: (602)-994-1170. Be sure and include your card's expiration date.

who are either avid players of a game, members of a game clique (open ended games are notorious for this) or are friends or acquaintances of a game moderator. These people may not lie about the game but, they will neglect to mention the game crashes frequently, the moderator is erratic in returns, or the game has major game system flaws. Many of these players enjoy the game because of the flaws, which they can exploit and new players cannot. I know you pretty much print what you get so you have little control over the objectivity or quality of the reviews, but I think something needs to change. The reviews and henceforth your magazine is becoming more mis-information than information and are becoming useless as anything but, comic entertainment.

For example, Mark Macagnone whose Adventurers Guild review has been at the eye of the storm, was obviously of type 1. He made little or no effort to show the good points of the game, was sarcastic and did everything but offer us money not to play the game. The fact that Spike Jones and Mark Riedel had opposing views in the next issue tells me without even having played the game, that it has some merit which Mark Macagnone failed to point out.

To the opposite extreme, was Mark's type 2 review of Realpolitik in the last issue. If he would have just said he liked it, I wouldn't have minded but, I have played the game and if there ever was a game less deserving of 5 stars, I haven't seen it. There are several major flaws with the game system which Mark could not have failed to notice but, just (neglected) to mention. The main problem with the game is that npc provinces are only worth 2 points apiece, while home provinces average about 10, which caused a problem that Mark hinted at when he said only 6 people were left, though he didn't mention the

turn. The home provinces are worth so much more than the npc's the most common tactic is to immediately attack someones home provinces which eliminates a lot of people fast. Also, as Egypt has only 3 provinces of 13 each while Russia has 11 provinces equaling 50 points some countries are much more susceptible to this tactic than others, which Mark also hinted at when he said he wouldn't give the point values because "This way we won't have everyone going after the same nation!"

In the game I was in, an experienced player attacked the home provinces of 2 other players (all novices) on the first turn and succeeded in both, this is devastating as production is before combat, so the person can use the conquered provinces production to defend against a counterattack. Several players including myself expressed outrage at this tactic, which is bred by the game system and were politely told by the moderator "you should have prepared for an attack on turn one." Tell me if I'm wrong but, potentially getting attacked and eliminated on turn one is not part of any other games I'm aware of.

There are several other major problems, and I easily could have written a type 1 review and given it 1 star. I think Mark's review can be summed up by the fact that just scanning quickly I counted 70 question and exclamation marks in a 1½ page article, while this in itself is enough to make someone who uses English as their primary language cringe, it is also an attempt to make a game with little excitement value seem to have some. By the way, 5 people that I know of out of 12 were so disillusioned with the game they failed to even finish the 3 "free" turns they already paid for.

The point I'm making is that these types of reviews either discourage people from playing a game they might have enjoyed, or convinces someone to waste their

limited hobby dollars on substandard games which alienates them and also diminishes the hobby by providing incentive to the moderators to keep these games as is and on the market. I'm not sure what can be done, the moderators are so desperate for exposure that they will go great lengths just to get a review, the fact that with his extreme reviewing style Mark continues to get reviewing positions proves this. And while moderators drool over the prospect of a type 2 review, they immediately write a sarcastic rebuttal questioning the honesty, intelligence and motives of a type 1 reviewer and even some which weren't blatant enough to be a type 1.

Sometimes I feel like I'm reading a political propaganda leaflet instead of a gaming magazine. The quickest fix would be for you to refuse to print the blatant type 1 and 2 reviews, though this is probably not feasible, and puts undue pressure on you. Perhaps the most likely solution is for gamers who agree with me to write more reviews in a more descriptive, less arbitrary and opinionated manner. A prime example is the Space Combat demonstration. These articles describe the mechanics and some insights and pitfalls in game play. And while it was mainly written by players it was edited by Vicki Freitas who obviously has a stake in the game and just as obviously was unbiased in her editing. And while the game is not my "style" of game, the articles left a good impression of the game and the company in general due to their nature. The moderators could also do a lot to change things by being more selective in who they give reviewing positions to. Instead of giving it to the person who asks for one and wants to write a review so they can see their name in print, they could pick someone at random from the Who's Who or from the Paper Mayhem



GALACTIC PRISONERS

2440 AD - When expanding into the unknown regions of space, humans encountered a vastly superior civilization, the Nibor. Because of the highly aggressive nature of humans, peace with the Nibor was not possible. The Nibor were forced to destroy all humans except for a very few. These remaining humans have been placed on a portion of a large planet. You are one of those select, remaining humans. You will be studied by your Nibor observers.

Because of your unique personality, intelligence and leadership, the Nibor have selected you as the captain of an All Terrain Vehicle (ATV). You have been given a crew of 100 humans who were your fellow prisoners. It is your responsibility, as the captain, to provide your crew with survival.

Galactic Prisoners is a unique, realistic and exciting, computer-moderated, open-ended, futuristic game. There are numerous avenues of play. Some of you will build walled forts to defend yourselves. Some will build a vast labyrinth of tunnels below the planetary surface. Some will establish colonies to increase production and income. Some will form corporations in the player-controlled stock market. Some will become warriors and take what they want from others by force. Some will do combinations of all of these. Alliances will be formed. Treaties will be made and broken. There will be much to explore and discover. Many different aliens will share this prison with you. Those of you who survive and prosper will do so because of your intelligence and understanding. Luck plays only a small part.

At first glance, Galactic Prisoners appears to be an uncomplicated game. It isn't. It is a game of discovery. As you learn, you will see that Galactic Prisoners is a large, complex game. As you learn, you will progress to more and more complex versions of the game.

You are permitted to move as fast as once a week or as slowly as you like. You determine your turn lengths. All turns are processed on the day they are received as long as seven days have elapsed.

To begin, send your check for \$18.00 to Grandel, Inc. to receive the rulebook, setup and 5 turns. Subsequent turns will be \$2.75 each. Discounts can lower the cost to \$2.42 per turn. Combat results are sent to attacked players free of charge. We accept phoned-in turns at no additional charge. Except for two rarely used techniques, there are no additional charges.

Any player who recruits a new player will be given two free turns.

Grandel, Inc., P.O. Box 4386, Wilmington, DE 19807-0386

subscribers list. This way they won't get many type 2 reviews but, the game will stand on its own merits, and if they don't think their game is good enough for this, then who will?

Though PBM sells a product, I think it is mainly a service industry, and while the product may get people in the door the service is what will keep them there. Misrepresenting the product is poor service and will come out over time. One company advertises it was nominated Best New PBM Game for 1990. This is an honor? Two of the other games nominated are now currently 53 and 72 on the Paper Mayhem list and the contest itself was cancelled because a company was so confident in their game they broke the rules in an attempt to win and probably caused irreparable damage to their reputation. Is this the type of industry we want to be a part of? Is this the type of industry you want your magazine to represent?

I'm sure some people will disagree with me and will write letters questioning my integrity, go ahead it won't bother me cause any who do will be flagging themselves as the ones causing the problem. Also I'm sure someone will complain I was picking on Mark Macagnone, well I was but, only because his reviews were the most recent, blatant examples of type 1 & 2 and also as he has written 4 reviews in 3 issues and sent out 20 form letters asking for review positions, he seems determined to cram his opinions down our throats. I doubt it but, perhaps this letter might induce him to change his style or to refrain from further reviews.

Anyway Dave, I will stick with your magazine and PBM because I feel you are unbiased and have the interests of PBM at heart. The fact that you'll print this and other letters and forums proves this. I also feel the really

bad moderators will come and go but, the good ones will remain and increase in number.

P.S. Vicki, the reason people only remember the negative reviews is because they are always type 1's.

Bill Cheney
Florissant, MO.

I appreciate your views about the reviews that have appeared in Paper Mayhem. First of all let me make you aware that it is tough to keep reviewers. If I had all the people that I had assigned in games writing for me, Paper Mayhem would be twice the size it currently is, or even monthly. But people get bored playing the review positions, companies fold, and it can take a long time to play a game to get enough about it to write accurately. Maybe this is why it seems as though I would let anyone write about a PBM game. But I do try to get as many opinions as possible. I try to get people to review games, but they have their real life to contend with first and then their gaming life second.

In defense of Mark Macagnone, many of the reviews he writes are not assigned by Paper Mayhem; Mark is doing it on his own. His reviews may not be 5 stars, but his love for the hobby is why he writes. I encourage others to write about the games they are currently in too.

The PBM industry is a service industry. The main problem is that anyone can design a game and put it on the market. This doesn't mean that it will succeed, since some people do not have a business sense.

The point that you brought up about a company attempting to break the rules to win best game of the year can not be proved. How do you not know that it may have

been an over enthusiastic player? Or a disgruntled player? Or a disgruntled rival company? There is no way to prove this and the committee that decides upon the awards came up with the same logic. You may have an opinion on the subject, but don't blame anyone without first finding out the facts.

I encourage the players and moderators to speak out. I think that the industry has improved over the years, since now there are more publications informing people about PBM games. This has caused people to become more educated about PBM gaming in general. The industry can only improve and the more that you (the players) let the companies and magazines know what you want, the better we will be able to serve you. - DW



WHAT IS TAKAMO?

It's agricultural corporations sending highly advanced technicians and farming equipment to distant worlds.

It's pirate races raiding planets for loot and slaves.

It's civilized races searching for suitable worlds to terraform.

It's trade corporations dealing with scores of alien empires, striving to be the sole supplier of trade goods to their planets.

It's nomad races with the technology to turn whole planets into giant starships.

It's smugglers plying their trade amongst the stars, and selling information to the highest bidder.

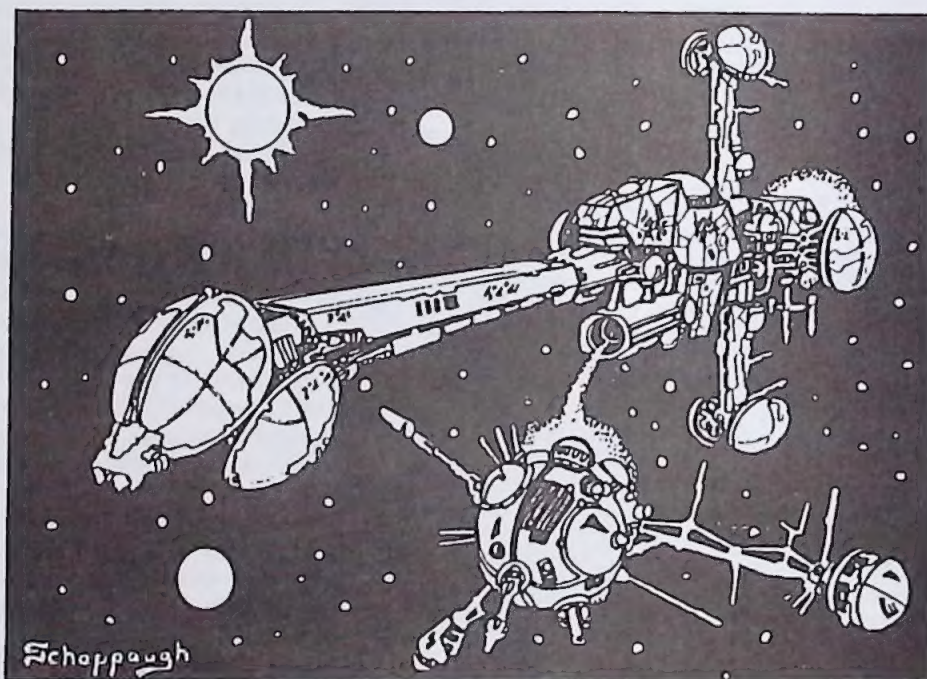
It's cybernetic races searching the heavens for signs of the biologicals which infest the galaxy.

It's a computer moderated, strategic level simulation of empires in a struggle for survival among the stars.

TAKAMO . . . it's more than a game.

Setup fee is \$10.00 and included two ten action turns and the rulebook. Turn cost is \$2.50. Extra actions are 25 cents each. Rulebook, when purchased separately, is \$5.00.

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THE FIRST US PLAY-BY-MAIL EXPO

Who, What, Where, When, Why?

By Gary E. Smith - Andon Games Inc.

INTRODUCTION

Ever since I entered the PBM business I've experienced the step-child, or *hobby*, mentality that surrounds PBM. The gaming industry as whole treats PBM like a forgotten step-child, never giving us the recognition that we deserve, and that we need to grow.

In discussions with dozens of moderators, from large and small game companies, in the US and overseas, the subject of a US Play-By-Mail convention always came up. Opinions spanned the entire spectrum, with most feeling that it would be an excellent idea, but was too much work.

One day, after talking to a British moderator about the very successful PBM convention he had just attended, it hit me. If the United Kingdom can support major PBM conventions each year, there is no reason the United States can't.

I sat down with my staff, made some phone calls, and we decided that we would give it a try. We quickly made plans to hold a small-scale, trial convention to get the experience we need to run a major convention. On September 7-8, 1990, AndCon was born. Play-By-Mail was represented by Andon Games, Flying Buffalo, and Graaf Simulations. More than 450 people attended the show. It was an excellent first convention.

AndCon '91 is to be the first true national PBM Expo. We have gained the support of all the major PBM companies and magazines. But, we need your support to make it a success. This convention is being held for one reason and one reason only - **For ALL the PBMs in North America.** With your support, we will make AndCon the major PBM event each year!

WHO

AndCon '91 will truly represent the entire PBM industry. Attending companies include Reality Simulations, Flying Buffalo, Midnight Games, Graaf Simulations, Andon Games, HSC games, Flagship Magazine and Paper Mayhem Magazine, with even more expected. If your favorite company is not on the list, write them and ask them to attend.

Players from throughout the United States and Canada will attend. These players will represent all the companies and games that PBM has to offer. Novices, established alliance leaders and veterans will all gather to talk about their favorite games and be a part of PBM.

There will be two guests of honor each year. One representing the industry, and the other play-

ers. This year we are proud to announce that Bob Bost of Flagship Magazine will be our Industry GoH, while William Paxton will be our Player GoH. In future years our Guests of Honor will be chosen by the PBMs who attend AndCon.

WHAT

The attractions at AndCon will be many: • Seminars by many companies, including Midnight Games, and by our Guests of Honor; • Free demonstrations 24 hours a day; and at least one company is planning to hold their annual championships at AndCon.

Parties, parties, parties. PBM conventions are the best place to meet those allies you've only talked to for years. It is this social and relaxed atmosphere that has prompted companies to sponsor parties, and there will even be a late night "Meet the Moderators" luau at the indoor pool.

Other highlights include the first all-PBM awards. Awards will be given in several categories that truly and fairly represent the industry. The winners of the awards will be determined by the players in attendance. We are also making private or public meeting rooms available at no cost to members of major alliances (such as Orion Nebula, BSE and Legends).

WHERE

The Holiday Inn Hudson is home to AndCon '91. Located in the beautiful village of Hudson, Ohio, it is just a short drive from both Cleveland and Akron. At the junction of the Ohio Turnpike (Exit 12) and Ohio Route 8, it is also just a short trip from Cleveland Hopkins International Airport.

The facilities provided us are of the finest quality. We have rented the entire convention wing of the hotel, and several additional hospitality suites. Luxuries include an indoor and an outdoor pool, tennis courts, sauna, on-site restaurant and lounge, etc. Special room rates have been arranged for all convention attendees. With 291 rooms, there is plenty of room for all.

WHEN

September 13-15, 1991 is the big weekend. The convention will open Friday afternoon and run around the clock until Sunday night. Scheduled events run 9am to 1am each day, with a movie room and gaming going all night.

WHY

Simple...To provide North American PBMs with a place where they can see and play the latest PBM products, meet long-distance friends, hold important face-to-face alliance meetings, and have a fun time doing it.

Why should you attend? First, as a member of the PBM community, it is a chance for you to influence the direction of the industry. You will vote on the PBM awards and future Guests of Honor, and participate in seminars that may help to shape the future of PBM.

Second, it will be a great time! With events (both PBM and face-to-face) being held around the clock, parties, seminars, the PBM awards, and more...AndCon is the place to be.

There are many more reasons to attend AndCon, but what's important is that you attend. PBM is growing. The quality of the products/service is rising as is the number of companies. It is very important that the PBM industry have a place where it can shine. Where new players can learn, and old can share their experiences. Where new companies can make a good first impression, and established companies can show off.

Player attendance is the only way a convention of this nature can survive. Your support is needed this year and in future years. The growth of AndCon will take many years, but with your attendance it will mature into an annual event we can all be proud to attend.

CLOSING

I look forward to seeing you in September. Preregistration will be available in early May. If you'd like to be on our mailing list, drop us a card or call. We are also very interested in hearing what you'd like to see at the convention.

AndCon '91

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OUT TIME DAYS (PART 2) A DEMONSTRATION GAME

Edited by Werner Freitas

Part II of our series on Out Time Days concerns a siege that occurred towards the end of last year. The major contestants in this battle were the Kolobian Liberation Organization (a group very much against change on the world), and the Yenro (worshippers of the deity Shandra, goddess of time travel). Through the years on Kolob these two groups have constantly been in conflict. However, two years ago, a pact was signed that kept them from attacking each other for a full year. It was very soon after the expiration of this treaty that the KLO moved in to attack a large military camp of the Yenro. We now present the battle first from the side of the KLO, then the Yenro commander, and finally from the view of a Kolobian leader of the mercenary guild (a non-player character). After this, some biographies of several players will follow, showing what they have accomplished in the last half year of game play. For those interested in more information on OTD, write for a free pamphlet from Twin Engine Gaming (see ad on next page), or read the review in issue #42.

THE BATTLE OF BOULDERCIV.1

Druid Hydro Gyro (Keith Koziol) and the KLO viewpoint:

I should have taken my old friend Murphy's advice, "anything that can go wrong will go wrong", but I thought Murphy's Laws were limited to Earth and wouldn't work here on Kolob. Anyway, even though we lost the battle, we sure gave those yellow-Yenro something to think about.

Everything went wrong. First our scout (Briana Gyro) must have checked the camp out too long ago, because when we arrived to siege BoulderCiv.1 there stood a wall where none was reported a couple of days ago. Then my current leader of the military (Bennio Colleone) had trouble with his directions and almost didn't make it on time. As it was, he was several hundred troops short. To top it all off, on the morning of our attack, there seemed to be a problem with the troops. Being in the KLO has a certain advantage over other Sects. The KLO



has special group of fighters that we called Liberators. Liberators come in several different ranks, but the most important thing about liberators is that they are always willing to fight, be it day or night.

With this in mind, we had planned to attack the Yenro camp at night to give us the advantage. Well, it seems that there were more mercenaries on our side than we planned, and they flat out refused to attack at night. Our only choice, other than leaving the area, was to launch an attack that morning. The battle was joined, and no one involved that day has anything to regret. BoulderCiv was surrounded by a shallow ditch, and a wall was standing on the west side. Bennio and Judas were leading their troops and attacking the camp's southern side. Kyle Logan was attacking the east, and I was attacking the northern side. Besides the troops inside the camp, two Yenro, Ankota and Emthij had managed to make it to the battle sight. They were still outside the camp, but they were moving that way.

As with most battles, the start was rather slow. Bennio's troops probed the southern flank, while Kyle and myself moved in for a bigger thrust. Things then began to get hot and heavy. My follower Ujy was the first leader to fall, but to my relief she was picked up and carried to the back, a good sign that she still lived. Next to fall was Rgytu, a follower of Bennio, and by the look of the wounds, that was the end of a brave life. Another of Bennio's followers, Ujiky, also took what looked to be a fatal wound. Pushed on by the thought of our brave friends dying we renewed our attack and pushed forward with greater effort. As a result, one of the camp's Majors fell. Then in rapid succession a Colonel, and two Majors fell. This thrust was not without cost, and one of Judas's followers, Yujyuy, fell but was escorted to the rear. The Yenro were once again taking losses as two more of their Majors fell. Then things went black for a second. The next thing I saw was the last eleven of my 100 Guerillas carrying me to the rear with a rather large arrow sticking out of my shoulder. I had to sit out the rest of the battle, but had a good vantage point to see the whole battle. Kyle Logan fell next, and was brought to the rear in an injured status.

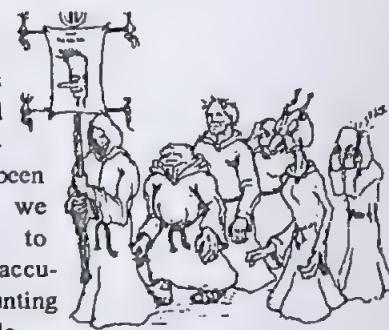
By the time our combined troops managed to push a hole in the north-east corner, it was too late in the day, our troops were too tired, and although it was disheartening, we sounded the trumpet for the troops to withdraw.

As the troops fell back to our camps, the day's battle was evaluated. Bennio had lost 209 fighters, 122 wounded and 87 dead, not to men-

tion the tragic loss of both Ujiky and Rgytu. Judas had lost 89 fighters, 66 wounded and 23 dead, plus his follower Yujyuy was wounded. Kyle's forces had lost 221 fighters, 163 wounded, and 58 dead, not counting the wounded Ujeye and Kyle. My forces were down by 267, with 173 wounded and 94 dead, not counting Ujy or myself. On the other hand we were just starting to get the count on the camp's losses. They lost 603 fighters, 432 wounded and 171 dead, with an additional 6 of their officers also injured. At a quick glance, that might look like a big loss. We lost 786 fighters to their 603, but that's not how I see it. We came in, outnumbered from the start, and almost reached our goal. We were on the attack, against a well defended camp, and we took only 24% more casualties than that of our opponent. We did not win, but it is not something that the Yenro will soon forget, and the next time, we will not make the same mistakes.

Adept Ankota Wirreengun (Kim Horowitz) and the Yenro perspective:

Now that the battle is over and all officers have been debriefed we are able to give an accurate accounting of the battle.



In the early hours of 616.37 KLO forces could be heard arguing as they moved into final attack formation. It seemed as though the liberators were trying to convince the Mercs to wait and perform a night attack. The mercs, holding true to their code, steadfastly refused and the attack run began.

900 Liberators/Archers/Guerillas lead by Hydro Gyro from the north

800 Liberators/Archers lead by Kyle Logan from the east

400 Liberators/Archers Lead by Judas from the south

500 Mercs I/Merc II lead by Bennio Colleone from the south

The West wall was not addressed by the attackers.

As the attack began Emthij Tee of Oasis and myself began our race for the camp. We were indeed fearful that the KLO would breach the moat and felt we must get into the camp to

rally our forces and shore up any weak points. As we approached the SW corner of the camp we could see a cavalry charge from the SW holding off Bennio's forces and opening a safe portal of entry for us.

Upon entering the camp we were pleased to see all positions holding well against the heavy onslaught on all fronts. Our 1000 archers pelted the attackers with hail after hail of arrows as they advanced; causing many early casualties among the KLO forces.

Meanwhile, all units under Judas' command routed after facing heavy Ranged weapon fire sustaining only light damage and the wounding of follower Yujjuy.

The Heavy Mercs under the command of Bennio pressed on and on throughout the day despite heavy losses and the death of two followers Ujiky and Rgytu. Both these valiant warriors were lost to our Cavalry.

In the North and East the combined efforts of Hydro Gyro and Kyle Logan resulted in the loss of three of our Ranged weapons units and a hole in our defences occurred. But, to the surprise of the KLO, our reserve forces surged forth to fill the gap. At this point the KLO realized they were out matched and called off the attack. Hydro and Kyle both paid for this early ill tasted success with their blood and the blood of their followers Ujiy and Ujeye. All were wounded in their efforts and their respective

units routed.

Camp losses were mild as we suffered about 1/3 less casualties with only 6 leaders wounded (none killed) and only 4 units routed. The KLO suffered 10 routed units, 5 wounded leaders and 2 dead followers.

What can be learned from this brash attempt of the KLO? The heathen KLO are not to be trusted. While they spoke of peace they marched upon us. Therefore, I hereby call to all Yenro and Shandralites throughout all Kolobian centuries to unite and wage HOLY WAR on the KLO INFIDELS!!! There will be no quarter given this time!!

Fharher Stunht (Twin Engine Gaming) and the mercenary guild's thoughts:

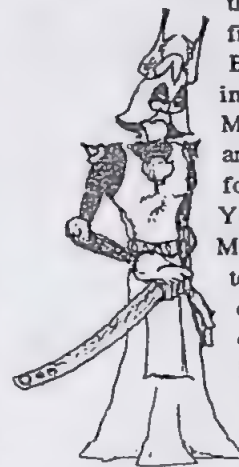
I have seen many battles in my time, and have come to relish the mental stimulation that the predawn hours give to oneself when skill is to be challenged in a siege soon after. I recall the initial hesitation I felt when invited to watch the forthcoming action, since neither force had been tested in serious battle before (Bennio Colleone being the exception). However, the novelty of the conflict was enough to require my viewing. Although the KLO-Yenro feud was known to all, this is the first time that the KLO had initiated an attack on a Yenro camp. At the signing of the treaty, the Yenro

appeared to have the KLO on the ropes. To see that the first major action by the KLO after its expiration should be to attack a major merc encampment was considered by us in the guild to be sheer folly. Either that, or the KLO had some created some new technology to help gain the upper hand.

Having pressing business in Ghuster, I was unable to physically attend the battle, requiring that I mindlink with members of our guild on

the field. I decided to join first with a lieutenant in Bennio's force. Commanding a force of 100 Heavy Mercs, she was aiding Ujiky and another LT in leading the force to stop a determined Yenro resupply mission. Meeting a cavalry force counter-charging from the southern edge of camp Boulder-civ, the infantry found itself in the first pitched contest of the battle. With a determined effort, they managed to down much of the cavalry at the outset, and

then proceeded to inflict heavy casualties, until the troops and Hacks decided to vacate the battle area. A well arranged attack, though it was allowing a hole to develop for Ankota's arriv-



Twin Engine Gaming presents: **Out Time Days** a game of Time Travel in an alternate dimension



THE EXPERIENCE: OTD is a game of life on a strange world. Although populated by a variety of semi-humanoid races, it is nothing like the Earth that your character left behind. Gone is the industrial might of large nations. The multi-talented worker is a thing of the past. Even your famed Time Jumping skills have been checked to a certain degree. However, you do happen to be one of the few Time Jumpers on this world, and that in itself is a major strength.

You'll first enter Kolob in a medieval era. Currently, the Barriers keep you contained within a certain time frame, although other times await your exploration.

You'll choose one of several sects to work with, which will help set your general method of operation. Join the Black Guard and follow their motto of, "The world is mine, and I'll have it now!" The FREGA sect claims the neutral ground in their attempts to amass as much information as possible. Perhaps the Kolobian Liberation

Organization's constant attacks to stop change are more to your liking? You can join the White Guard, and be on the side of the major portion of the populace. Or take on the deity Shandra and join the Yenro as they attempt to convert the masses.

As each new time opens, there are new discoveries to make, new lands to chart, and new people to meet. The world awaits change, and you are the catalyst.



OUT TIME DAYS is a highly interactive role-playing Play-By-Mail game with turns processed weekly. It has received excellent reviews, notably from Flagship and Paper Mayhem. Turn cost is \$5.00. The game is open ended and 99% computer moderated. The rulebook may be obtained for \$5.00 (refundable with startup). A special startup is available that gives you the rulebook, the startup turn, and five turns for only \$15.00.



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ing forces. Too, Ujiky managed to get caught under the hoofs of a fleeing hack, and the head injury proved fatal. Sensing that the lieutenant would be very busy with her new command and the coming threat, I vacated her mind and moved on to some troopers on the edge of the camp, protecting the eastern wall. There seemed little to do here but maintain a vigil for a possible flanking maneuver, so I again shifted my thoughts to other troops. This time I teamed up with an old Major who I had worked with before. Samuel Seascraper was leading a large number of the camp's Ranged Weapons Specialists (who were armed with Bows due to the current era and rules of conflict). They, and a companion unit of another 100 archers were firing at some of Hydro's charging Guerillas. Although the number of Arrows in the air made it hard to even see, the Guerillas kept charging towards the defenses. It was clear that losses were being taken, but not quick enough to stop the charge. Soon, Samuel was engaged in close fighting with these troops, and the ranged weapon troops were taking an abnormal amount of damage, due to their lack of armor or hand to hand weapons. As the Major tried to rally his quickly deserting troops, he was hit by a deflected Sword and fell to the ground (though I later learned that he survived). Shifting quickly to the sister unit, I was pleased to see them pelt the Guerillas with more Arrows, and finally force its retreat when Hydro himself was wounded. I hadn't known who was leading the valiant charge of these non-mercs until that moment, but I should have known that only the best led charge could pierce the strong ranged fire that the camp presented.

Time was quickly running out for this attack, so I decided to skip about the battlefield. Afterward, I came to some conclusions that perhaps will aid these troopers in future conflicts and cut down on the number of needless deaths. Afterall, it's one thing to die in glorious battle; it's quite another to be killed in some tactical error.

The first mistake was in the size of the attacking force and its composition. We at the merc guild have trained for some time that you need need far superior force on the offense. When attacking a standard city, you will need at least a 3:1 advantage, and when attacking an open camp, you should have at least a 2:1 numerical favor. Although troop quality can make a difference, this battle showed groups of generally the same training. Thus, the KLO's decision to attack even though outnumbered was close to fool-hardy. To top it off, they should have brought in more ranged troopers to help against the defending troops that could happily wait for an assault to come through their prepared defenses. These are beginner's mistakes, but as I've said before, the battle was fought by beginners. All things considered, the KLO did extremely well in maintaining such a good cas-

ualty ratio.

Of the Yenro defenders, they performed their job rather well. There was a large troop of bowmen within the perimeter to reduce the charging attackers. Most of the foot soldiers were heavily equipped to help offset the skillful Guerillas. Their one mistake was in leading a cavalry charge against an edge of the attack, so that more defenders could have entered the camp. With the numerical advantage that they held, a wiser choice would have been to lead a direct charge against a whole flank of the attackers and then turn it, rather than hold open a hole. Afterall, a cavalry troops main advantage is its speed, and standing in place is not using its strength fully. However, the only change this tactic would have made would be to increase the damage to the attackers, and considering that there was little hope of success, it doesn't appear to have been that bad of a decision.

A side note on the conflict was the aid by a large group of artisans who passed through just days before. Apparently, Ankota had won their services to help build him a wall at his camp. This accounts for the quick appearance of the west wall, allowing the defenders to concentrate more on the other areas of the camp for defense. Now if they had just managed to somehow fill that Moat with water the defense would have been so much better.

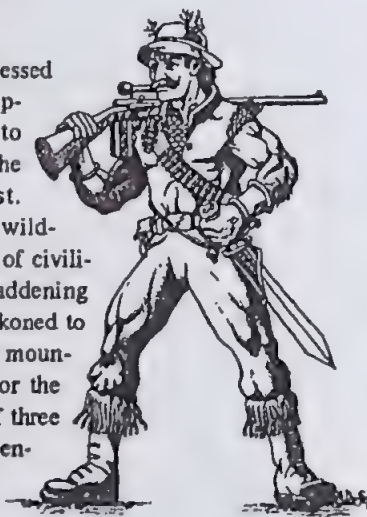
TIME TRAVELER HISTORIES

The following are articles submitted to OTD's in-game history book (Who's When). Each submission covers the last half year of the player's life on Kolob. The player's sect is given after their TT's name.

Aldo Wishbone (KAOS) by Brian Faulkner

During year 16 Aldo was blessed with an opportunity to do what he loves most. Uncharted wilderness, free of civilization's maddening crowds, beckoned to the former mountain man. For the large part of three tendays he enjoyed the tranquility of exploring the far reaches of Kolob. At times it seemed to Aldo that he was home again, making him extremely happy.

It was during this joyous traveling that



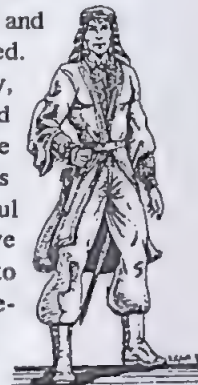
some discomfiting news arrived that would affect the whole KLO. The sect had a decision to make: Should they follow the proven wisdom of Frez B. Killhart or the ridiculous inanity collectively known as the Gyros? For Aldo, the choice to stay with Frez was automatic. Leaving the KLO and helping to form a new sect didn't take long to prove itself correct. KAOS would be a "safehaven" from the absurdity that had been forced upon Aldo in the KLO. To make along story short -- if Hydro Gyro's as great of a leader as he thinks he is, why do TTs keep quitting the sect, including members of his own family? Already the bards of Kolob are singing the new tune "Hypocritical Hydro."

Aldo returned to the 600s just a half-tenday before the Bash. Much to his amazement, he was set upon while walking in Oplez. That assault was dispatched without breaking a sweat. Aldo is looking forward to more of that in the forthcoming year, though he hopes it'll be a bit more exciting.

The exploration during this last year was in coordination with Paul Grassjumper. Paul also found the solitude away from the bickering TTs most comforting. The Brontz still lives for the day that the Terran menace leaves his precious Kolob.

Carew N. Crawe (Yenro) by Lew Middaugh

16. 39 - Finally, I'm out of the monsoons of the 400s and the focal point is finished. Despite Ariel's company, at least before she got tired of my praying all the time and went exploring, it's been the most dreadful couple of tenday since I've been on Kolob. Ah, to swim in the magical refreshing pools of Oasis again!



16. 43 - Who would have believed in the crash of the Neverbreak market in Ikciv 600? Fortunately, I was here to make the most of this opportunity presented by the White Guard. I hope the Trader's Guild appreciates the Yenro effort to stabilize the price of Neverbreak, which has cost us many, many hours of buying.

16. 48 - We are gaining in strength. Through tireless effort, the Yenro have brought the light of Shandra to many new TT arrivals on Kolob. With this new Yenro strength, we can start to achieve only what we once could dream of. With this new Yenro strength, we can bring Her light to many more natives and TTs. Shandra is the most powerful force on Kolob and with our efforts, She will grow even stronger!

16. 50 - Although slow, this half-year has been interesting. The ill-fated KLO attack on

our Boulderdiv camp was overshadowed by the upheaval in the relations between sects and natives. It seems that the natives plan to take a more active position in their dealings with all TTs. But of even more concern to me is the change I see in the Eye of Shandra. The lessening of its powers bodes ill for the Yenro. I fear that with these changes, Kolob will never be the same again.

Doc-Tor Elektra Astra (White Guard) by Dr. Angela M. Galinsky

The last six months of research have proved very successful for Doc-Tor Elektra Astra. New research attempts and successes include cosmetics, alcoholic beverages, equipment enhancements, transportation devices and chemical weaponry. Elektra has also found success with varied military equipment inventions aimed at enhancing White Guard capabilities. The last two weeks, Elektra has invented items that will be appearing on the open market. A "secret" invention has been completed by Elektra that was originally on a contract basis -- and it appears that she will be taking on more selective work on a contract basis as a way to further her understanding of certain aspects of Kolobian science. Elektra continues to run a major WG encampment specializing in the training of artisans and other important activities. A new lab has been built here which Elektra and her

troops use frequently. Crews of her artisans have worked on a WG canal-a lot of ditch has been built to accomplish this task! Elektra has continued to enhance her skills in high tech weaponry, siege knowledge and general combat. Most recently she was graciously honored by her sect in her promotion to Captain in the White Guard. Look to many more inventions and military achievements from her in the near future!

Hydro Gyro (KLO) by Keith Koziol

Much has happened in Hydro's life since last issue. Hydro led a successful campaign against former KLO leader Frez B. Killhart. This struggle saw the assumption of leadership of the KLO by Hydro as well as the forming of a new sect, KAOS. Political issues notwithstanding, Hydro and his faithful follower Netbow have been quite busy. Between the two of them, much of the 800s are now mapped, and exploration of the 600s waterways is going along quite rapidly. All can not be peaceful, and Hydro along with three others in the KLO launched an attack on the much hated Yenro at their camp at Boulderdiv. Even though that attack failed, Hydro is quite proud of the fact that during the battle in which the KLO was outnumbered and on the attack, his forces managed to kill or wound more Yenro than they took as losses. That done with, and a temporary

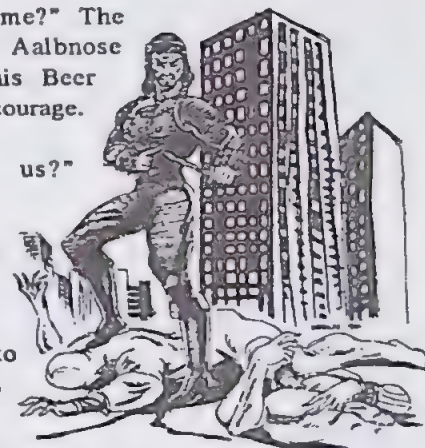
"truce" in effect with the Yenro, Hydro took to more peaceful pursuits, at least until his second annual LAOG match vs Muhammad Aiee! on day 50. Hydro visited Oplez, a small quite town. While enjoying the Francis v. Francis LAOG match, Hydro met and dated Sara-Katherine O'Tintagl. It seems to be a type of curse on the men of the KLO to favor women in the FREGA. Oh well, we all have our problems. . .

Muhammad Aiee! (Black Guard) by Kurt Wicklund

"Why me?" The sorrowful Aalbnose searches his Beer for liquid courage.

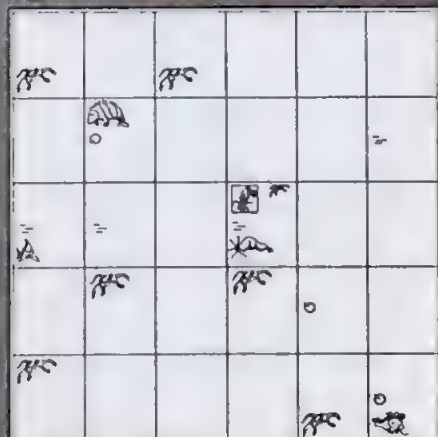
"Why us?" corrects Hackcab Limo of Taxe. "I got assigned to cover this nutcase again too.

But it's preposterous to suppose even he'd violate the Days of Peace! Beer me."



Space Combat is a game of pure tactical combat...

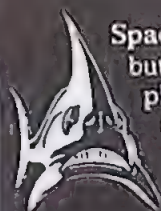
in a rather unique environment.



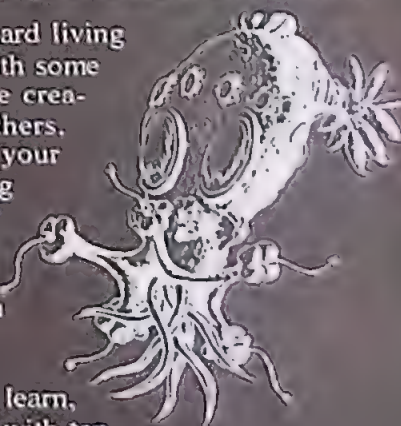
"Space Combat is FUN! Easy to play, yet enough depth to keep any sci-fi PBM fan engrossed. The tactical laser-printed maps for the 2-D version really brings the game to life. TRY IT!" Tim Sullivan, FLAGSHIP US editor

"Well-designed, with a superbly written rulebook and laser-printed turnsheets, Space Combat is an easy-to-learn but challenging game. Its innovative design rewards tactical brilliance while giving neophytes plenty of opportunities to sharpen their skills." J.W. Akers-Sassaman

You'll be fighting in an edgeless contest zone aboard living creatures. Space Combat is almost all combat, with some room for diplomacy. Offensive actions include the creature's Psychic Screams to mentally disrupt others, launching Inverse Mines that will implode near your enemy, freeing Spores to destroy internals, using Nerve Pulses to paralyze pesky scouts, and Virally Infecting your opponent in the hopes of taking over their alien. Each turn comes with a special graphic printout of your ending position to aid you in planning.



Space Combat was designed to be easy to learn, but difficult to master. Every game starts with ten players, and as each is eliminated, the chances of the game ending will increase. Turnsheets are custom made on a laser printer to aid you in filling out your next turn. The games run about 12-16 turns. Cost is \$3.50 per turn. A rulebook (required before you can join) is only \$1.00.



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"That's what you said last time" grouses the Phoder's partner, his very existence casting a pall of despair about the Inn.

"Mind if I would join you yes?" There is the scrape of a chair. The FREGANS find themselves staring, as a deer caught in headlights, at Muhammad Aieeee! himself!

"Ah my insect friends I will buy you drinks in the spirit of the holidays. Instead of having you pests come bug me at the BG party tonight, I figured I'd get this out of the way now."

"Listen and drink up. You could say I've been active on Kolobian political scene, and also yes of course have had some personal adventures. Politically speaking, subjects were inefficient, so I lobbied with my tremendous charisma and charm for their dismissal. Likewise I championed the one sect, one vote policy for the TTC. Truly a satisfying year spent thwarting Demonic conspiracies!

"As we are cherished by Kolobians everywhere so have we impressed new TTs. The BG has seen a massive expansion, and much of my energies went into helping Zandtar and the other Tyrants resurrect the shell of a sect that Logan left as his legacy."

The Phoder's multifaceted eyes unsteadily search the Inn. "Where'sh that big Brontsh with the poetry?"

"Never mind Mr. Tree. We talk about me yes? First, I struck a culinary blow against the Demonic Yum-Yum Crescent. In Harvel I designed a BGer Inn Paradise, where the delightful cheeseburgers there are beyond Runesire's salivating grasp!

"There were fun and games too, like my pitched battle against Gwynfwar Dreammaker in the cold Wolf Crag night! I still bear the scars from that battle . . . and the ears of slain Liberators.

Now, Aigburth Vale, that was a simple thrashing. Many folks had a big laugh at the way Aigburth whined afterwards. Did you know three of his Mercs deserted him to join me? All told, my efforts earned for me the SGC!"

The Aalbnose regards his refreshment with a creeping terror. "What's in these thingsh?"

"Drinkdrankdrunk calls 'em Black Guard Golds. I hear they're made with Whiskey flavored by invocations with Beer and Wine bottles. We stick to the subject yes? Most importantly I've studied the hated Despoilers of Paradise. Zandtar has taught me well, and he's appointed me Overlord effective tomorrow! These days of Peace will soon end, and the BG shall pluck the eyes from those who harbor Demons!"

The reporters don't hear the last bit, as they have decided to fall drunkenly unconscious. An Inuhp follower fills the Albnose's hand with shaving cream while her companion produces a feather. But the new Overlord does not notice their antics. Burning with fanatical fury, Mu-

hammad Aieeee! sees only his visions of a Demon-free Kolob.

R. T. Firefly (Brotherhood) by Robert Fry

R. T. Firefly is justifiably proud of his actions during the past half-year. In part through his efforts, the Brotherhood has grown appreciably, despite the loss of 40 percent of the members it had 25 days ago. He is responsible for the Brotherhood having several major spells, including the Shapemoss Rise spell and his own invention, the spell of Teleportation. He has also completed a quest given to the Cabal in its early days, built or acquired several new structures, and, with the help of his friends, helped to re-start construction on the University of Rafion, expand Aahz's Aahs, build a sailing ship, work on inventions and learn much more about the limits and capabilities of the various disciplines on Kolob.

He will admit, however, that not all has been wonderful. Due to a miscalculation, he acquired - and then lost a significant part of - a large construction crew. At the urging of many people in other sects, he made a bid for the leadership of the Brotherhood, but received no votes other than his own. It is his goal in the next year to complete a large list of spells, inventions and mental powers, as well as to help the Brotherhood to establish one or two encampments of its own, so that it can begin building the strong economic base he knows it should have. He plans to try again for the leadership of the Brotherhood, relying on his strong fellowship with Jerome David Madison and Pdraig D. de Braemar to help him to raise the Brotherhood to the heights he knows it should reach.

Ariel E. Francis (FREGA) by J.W. Akers-Sassaman

Having finally (FINAL-LY!) returned to civilization following an extended stay in the wilds of the 400s, Marquise Ariel E. Francis has greatly enjoyed a few days off with husband Scoot K. Francis, not to mention a LAOG match (which she unfortunately lost, being too busy admiring Scott's buns). Unlike previous years, when leading troops topped her agenda, Ariel has spent the vast majority of the last several ten-days peacefully pursuing trade, research and exploration. She built the Port of Oplez, the Rusty Wrench Inn, two Peaceful FREGA mer-

cenary training centers and a handful of other structures, but was not nearly as successful in the marketplace, as her efforts to sell large quantities of Neverbreak to finance future FREGA operations were, to be polite, feeble ("I am a fighter, not a merchant!" she quips, mirroring R.T. Firefly's claims that he is a "lover and not a fighter"). Reasoning that the best course of action was too get someone else to sell the Neverbreak, she left a little surprise for Marquise Marie Flowerslinger (well, an 85,000 kilogram surprise), and returned to Ikciv for the start of the social season and yet more training at the merc center, two endeavors in which she excels.

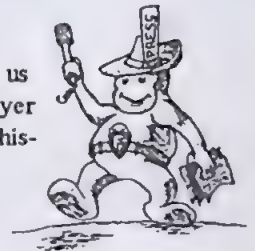
In addition to continued dabblings in the mystical arts and recent efforts to bolster garrisons in numerous FREGA cities, Marquise Marie Flowerslinger has also been building extensively: a home for Baron Grot, two laboratories, a FREGA Warehouse and a FREGA Help Center. Having recently been "gifted" with a wee bit of Neverbreak, she figures that its time to once again venture forth on the Great Trade Run, something her efforts of the past year have made her very well acquainted with.

Fabulous Freddie; Kolobian Super(?)hero by Twin Engine Gaming

NPC BIO: Fabulous Freddie is a native Inuhp on Kolob. He can be seen darting around in many cities, saving the populace from injustices wherever he may see them (and even some places where he doesn't see them). Said to champion any charity cause, Freddie is sorely on the watch for charities, since Kolob seems to have little need or want for them. He has managed to found the Home For Wayward Inuhps, which is said to have thousands of members. Unfortunately, most Inuhps do not realize that they are part of this organization, so no one ever shows at the few meetings that have been called.

Although not a member of any sect or guild, Fab Fred is well loved by the world...well, kinda liked by many...alright, tolerated by a few. It is considered very good luck to have him shake your hand, and even greater luck to have him shake someone else's having mistaken it for yours.

Next issue, join us for more interplayer conflict and player histories.



A special thanks to R.A.K. Graphics for the use of their illustrations of Carew N. Crawe, Hydro Gyro, and Muhamman Aieeee!

INTRIGUE - A REVIEW

by Mike Scheid

Prologue. The aging Emperor smiled as he re-connected his primary posterior cortical communication linkage. It was time for a major policy announcement. The technology of the vast MUN Empire would assure that his thoughts would be transmitted directly into the minds of all his subjects. The orders had been issued an unprecedented ten full ITU's in advance of the chosen time. All of his subjects in the Imperial Systems would be electronically linked for the duration of his transmission. It was this awesome capability which kept the Empire strong; it was also the reason he now had the confidence to formalize an implicit policy of long standing.

"Know, my fellow MUN, that as of this date I am officially implementing the policy of "Inferior Race Suppression" in all Imperial Provinces. Province Commanders are given full authority to monitor and regulate the technical capacities of any non-MUN world, to assure that none may pose a threat to the Imperial Peace which I have established. Those enlightened worlds which submit to Imperial rule will be classified as protectorate colonies. Those which do not will be watched closely and, at the first sign of rebellion against the Empire, will have their populations destroyed and their world re-settled with loyal MUN citizens."

I. Introduction

Intrigue is an open-ended PBM war game of planetary development, diplomacy, political action and combat, set in a distant future. It is the second PBM game offered by White Lion Enterprises, which also moderates the popular First World. First World has been in operation since August 1984, while Intrigue began in June of 1990.

The philosophy of game developer John O'Brien is stated in the rule book: "Although the mechanics of play are not very complex, the nature of the game allows for a great deal of player interaction. The challenge of any good game should be from other players, not the game system."

In this review I intend to take you on a tour of the Intrigue rule book, give you some hints on getting started and conclude with an evaluation of the game's playability.

II. Tour of the Rule Book

The rules for Intrigue are contained in a 24 page booklet that is deceptively easy to read. I say "deceptive" because much of it appears, at first glance, to be merely window dressing. To make this assumption, however, would be a big mistake. In some ways the play of Intrigue is very much like that of chess. While there are not a large number of elements in the game, all play an important role. For example, as in many war games, there is a temptation to focus primarily on military might and action; yet this would be a possible fatal mistake, as we shall see. While the rule book contains a noticeable number of typos and misspellings, there are none that make the mechanics of the game obscure. A positive element is the inclusion of several excellent illustrations done by David L. Transue, whose artwork sometimes graces the cover of Paper Mayhem.

A. The Races

There are five races available to the beginning player in Intrigue. A brief description of each is given in the rule book, while a more detailed account of your chosen race comes with the results of your set-up. Each race has its own distinctive space ship design, mode of interstellar travel and special abilities. These are wonderfully balanced for equality of game play and maximum player interaction. Choosing a race is the most important decision you will make at the beginning of the game. I have tried to describe the nature of each group in order to help you choose the one most suited to you.

The MUN are the de facto "bad guys" of this design. Nominally at least, the various inhabited worlds are under the governing hand of the MUN Emperor. Imagine a combination of the Imperial political structure from the "Star Wars" trilogy and the bio-mechanical nature of the "Borg" from the current "Star Trek: The Next Generation" series, and you have a vague idea of what the MUN are like. You may safely assume that, should you choose to play a MUN, most of the other races will be out to get you. Of course, cooperation and loyalty between MUN players is correspondingly high. The MUN are the only race with a coherent political system built into the design of the game. All MUN players relate directly to the Emperor, who expects them to maintain order (i.e. superiority over other races). If you're wondering, MUN space ships do have the greatest potential for destructive power of any in the galaxy.

The NULER are described as an intelligent life form which appears to have evolved from rodents. Standing about four-feet tall, they have large tusks and claws which can be used in personal combat. While the raw fire power of their military fleets is probably the least of any race, they have compensated for it in unique ways. Their ships are sleek, fast and highly maneuverable, allowing them to conduct raids more successfully than others. The services of the Nuler are eagerly sought by all other players because of their ability to conduct guerilla raids and spy missions with great effectiveness. It is even rumored that they are able to alter members of their race with genetic engineering and surgery to resemble any other species.

The KOMCHUNG are a brutal, strong and proud warrior race of basically human proportions. They will attack anything that moves, which, in peaceful times, may be their allies if enemies are not readily apparent. For a Komchung warrior, to live is to fight. Because of this tradition, the Komchung ground units are the most feared of any race. If they gain a foothold on an enemy world they will fight to the death, but more likely to victory. There have been reports of Komchung army units which, once they had achieved victory over the opposing forces, have gone on to destroy every living sentient being on the captured planet. Fortunately for the other races, the Komchung have not developed space ships capable of standing up to long range battle tactics. Their only hope is to slip

past the defenses and land their formidable ground troops on the surfaces of a planet.

The CINTELLIANS are unquestionably the most unusual of the races available to players of Intrigue. So alien as to be almost incomprehensible to other races, their greatest strength is, paradoxically, also their greatest weakness: an intelligence which far surpasses all other races. Apparently this ability prevents them from focusing all their attention on any one thing long enough to deal with it thoroughly. Some have described them as "lazy", but the one combat ship they have designed is far and away the biggest, strongest, most powerful ship in existence. The Cintellians



The emperor has died with no heir.

The kingdom is in a shambles. Will you sit by and let others split the empire into petty kingdoms, or will you take up the sword to reunite the empire under your domination?

The PBM game of conflict on a medieval island empire. Players control ships, archers, cavalry, footmen, leaders, and spies. The game can only be won by a player who balances economic planning, military strategy, and diplomacy in a limited intelligence environment.

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awe-inspiring mental capacity is obtained at the cost of physical development. Members of this race never grow more than two feet tall and are extremely fragile outside their native environment. In negotiations they have proved to be easily offended by remarks about their size and view all other races as inferior. They have, however, developed an unusual type of ground force which is the only unit capable of destroying an entire planet.

Finally we come to the **HUMANS**. Yes, it is possible for you to play a member of your own race in this game. As is the case in most designs, Humans are true "jacks-of-all-trade" in Intrigue. Their overall space ship designs are nearly the equal of MUN technology; in fact, their short range attack strength is actually better due to superior fighters. Humans are not given any special abilities in Intrigue, as are the other races, but they are without a doubt the most well-rounded in terms of both ships and ground forces.

B. The Worlds

The map of the known universe is a simple (x,y) grid with double letters along the top and double numbers down the side. Each sector, (i.e. AW03) may or may not contain a star. A map comes with your set-up which shows each sector in the 40x30 grid and whether or not there is a star in that sector. Each star may have a combination of planets, asteroid belts or gas giants in one or more of its nine possible orbital levels. Gas giants may also have planet-sized satellites orbiting them. Planets come in various sizes, ranging from Class 1 (small)

to Class 12 (large). Class 13 denotes an asteroid belt, while Class 20 is a gas giant. The various races are limited as to which planet classes they may inhabit, with none being allowed to live on Class 13 or 20 worlds. Asteroid belts are the most valuable economic producers in the game. They will give the biggest return for the least investment. The more of these you locate and develop, the better your economic base.

C. Economics

The economic system is streamlined so that it will not be a source of irritation to the player. All worlds owned by a player produce industrial production units (IP) at varying levels. Output per turn is influenced by such things as planet class, economic efficiency, population, political level and number of industries. Planets can support one industry per class designation, (i.e. a class five planet may have five population and five industries). Production is automatically transferred to your Home World each turn. An important and valuable way to supplement your production is to enter into trade agreements with other players. Construction of new units and maintenance of current military units are the primary ways in which IP are spent. However, IP may also be invested in political projects to increase the political stability of your world and improve the efficiency of your industries, or to fund political/terrorist attacks against your enemies.

D. Exploration

I have played in many PBM games in which one of the basic elements was exploration, discovery

and development of worlds to provide the finances for your empire-building. Intrigue handles this aspect of the game as well as any I've seen. Every turn you are able to conduct six missions of exploration. The six exploration ships are not a part of any fleet and they cannot be destroyed. No race may ever have more than this original number. There are four types of scouting missions which may be conducted: Probe, Survey, Recon and Spy. Probe is the most basic and necessary to all further exploration. By probing a sector you learn the name of the star in that sector, its type (e.g. White Dwarf, Red Giant, etc.), and the Stargates associated with it, (more on this in the Movement section). Once you have learned the name of the star you can conduct Survey, which will reveal what, if anything, occupies each of the possible nine orbits around that star, as well as the fleet ID numbers of up to five fleets which may be present in that system. The other two missions are slightly more difficult because they require the presence of one of your active fleets in the sector to be explored. Since you are limited with respect to the number of active fleets you may maintain, I accomplished this by building one destroyer, the cheapest ship available to me, and assigning it to an active fleet all by itself. This meant that should I venture into hostile territory I might escape detection, or at least minimize my losses. A Recon is necessary to learn more about individual planets, their size, whether or not they are inhabited and the identity of their owner. Spying is risky because

Field report from Group Commander Grishock:

The war against Seldonic's Saurons proceeds well. The introduction of assault armor with our powerful psychic blasts has produced a combination the enemy is hard pressed to overcome. The research efforts of our scientists have continually insured success in the campaign by giving us the technological edge. These overwhelming advantages have given me the chance to march upon the enemy's capital and destroy the unhuman scum.

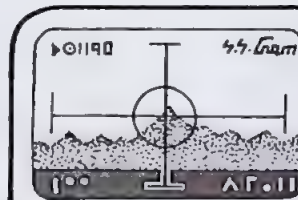
But the enemy has changed tactics, erecting forts and assembling pickets. This has slowed our progress and given them time to muster forces. My scouts inform me the unholy abominations intend to overrun us with superior numbers. Should we be unable to elude the assembled force, I petition to use the clans nukes to eradicate them.

Send For **FREE** Setup and Rules:



Out of the apocalypse came the 11th commandment:

Let no unhuman scum walk the Earth



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PRECEDENCE

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PBM

it is considered an attack. Yet certain information may only be gained by spying; info like whether or not this is your enemy's home world! Careful exploration and accurate record keeping are necessary to be successful in this game.

E. Movement

Military units are assigned to fleets in Intrigue. Each race has a limit on the number of active fleets it may maintain, while each world owned has its own defense fleet. The term "fleet" for the defensive forces of a planet is misleading, since the only ships which may be assigned to planetary defense fleets are fighters. Should your home system be invaded while all your active fleets are away, the attacking fleet will be allowed to attack the planet directly.

As I mentioned above, there are three types of interstellar movement. The most basic is called *Hyperspace*, used by Komchung and Humans. Restrictions on *Hyperspace* travel state that a fleet may: i) move up to three sectors per jump; ii) make up to three jumps per turn; iii) begin and end each jump in sectors which have a star; iv) traverse only empty sectors. This is the slowest method of travel.

The use of *Stargates* is a more expedient method of travel used by the MUN and Nuler races. There are ten possible classes of *Stargates*, designated simply 0-9. A Star in a given sector may generate one or more of these *stargates*. If the destination star shares a *stargate* in common with your point

of origin, you may travel across any distance to get there. Only one leap is allowed per turn.

Finally, the Cintellians have discovered the most flexible mode of travel. Their method is called *Gravity Focus*. By expending a great deal of energy, which is represented by a 10 IP charge every time it is used, the *Gravity Focus* mechanism can transport their fleet to any known star in the galaxy.

F. Politics

To provide an element of role-playing which is lacking in some other games of this scope, you are asked during the set-up phase of Intrigue to choose a political type and describe the individual who will be the leader of your world. This choice is not merely cosmetic. Your political type may confer military, economic and/or diplomatic bonuses; it will also affect the political attacks against other players. The political types are adequately described in the rules so I will merely list them here. They are: Republic, Confederacy, Monarchy, Theocracy, Dictatorship, Ethnocracy and Communist.

An intriguing aspect of this game, (indeed, I suspect it is the reason the game is called Intrigue) is the multifaceted system of political attacks which may be used. As I mentioned earlier, in most games there is an overwhelming temptation to build the strongest and biggest fleet, then go out and blow your enemy into sub-atomic particles. Combat in Intrigue is, however, costly for both sides. Political attacks provide a good alternative to combat, one

which is damaging to your enemy and less expensive for you.

There are nine political attacks which are available to all players. However, not all races are able to carry out these attacks with the same degree of effectiveness. Some races are capable of specialized attacks unique to them. To carry out any kind of political attack, you must specify how many IP's will be invested, (usually between 5-25 per action).

1. **Terrorist Attack** - a fanatical group of your military attempts to damage an important installation belonging to your enemy. If successful, it will cause political turmoil on the target world.

2. **Sabotage Attack** - a specially trained commando unit will attempt to damage an enemy's fleet.

3. **Propaganda Attack** - effective only against players of the same race as yourself, this may create great political problems for an enemy. While this has a potential for greater damage than the Terrorist Attack, there is a chance that it could backfire and harm you as well.

4. **Infiltration Attack** - a spy mission to determine the location and strength of enemy fleets.

5. **Raid Attack** - only ships with a high degree of maneuverability or certain ground units may conduct raids. The Nuler are masters at this type of attack, while the Cintellians would never even consider it as an option. Successful raids may



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destroy industries or be directed against defensive units.

6. **Guerilla Attack** - on worlds with a high level of political dissatisfaction this type of attack can reduce the economic efficiency of all industries.

7. **Political Reprisal** - certain governments may declare martial law to increase their own economic efficiency, but the general population usually responds with an increase in political unrest.

8. **Purge** - a drastic measure used by some governments (e.g. Dictators and Communists) to eliminate political opposition. While control is increased, industrial production suffers.

9. **Ally** - this is not an attack per se, but a diplomatic mission in which the leader of your world meets with the leader of a non-aligned world in an attempt to cement an alliance. Attempting this action requires sending your leader with a fleet to the location of the potentially ally. Each turn that negotiations are conducted costs 25 IP.

G. Expansion of Empires

The goal of Intrigue, like that of many PBM games, is to build your empire into one which spans many star systems and commands respect in the galaxy. The rules provide three ways in which you can accomplish this goal. Colonization consists of finding an uninhabited world in a class suitable for your race and building a colony there. You may also acquire a world by military action. If the world is populated by members of your own race, this is called Conquest; if it is inhabited by any other race it is called Subjugation. Conquered worlds and slave worlds do not produce IP as efficiently as colony worlds, and are more politically unstable.

H. Combat

Let me repeat that face to face combat is an expensive proposition for both attacker and defender. In addition to the IP costs of building a large military fleet and ground units, each type of ship or army unit requires a per turn maintenance cost,

deducted from your treasury. If you over build, you will not be able to support your forces and will have to scrap ships. When a ship is scrapped, no IP units are recovered.

Players are limited by their racial type with respect to the number of active fleets they may maintain. Only active fleets may initiate combat. In doing so, it is important to have accurate information about your enemy's defenses, as this will often determine the range at which the initial battle is fought. Since the various races and ship types perform differently in combat, the outcome is never assured until the enemy is actually engaged. Each ship is rated according to its offensive capacity at long, short and extremely short (or fighter) ranges; its shield strength; its ability to sustain damage and its maneuverability. A well balanced fleet of many different types of ships will provide the best combat results in a wide variety of situations.

Combat resolution is divided into several phases, not all of which may take place in one turn. When two fleets meet in combat they will engage in Space to Space battle. If the defending fleet is destroyed, the attacker may then initiate Space to Ground attacks in preparation for the actual invasion, or Ground to Ground phase. It is practically impossible to conquer a world from orbit. Your transport ships will have to land ground forces on the planet and overcome the defenders before the world may be considered yours.

III. Getting Started

Once you have chosen your race and received the result of your set-up turn, what do you do? Exploration and expansion of your economic base are essential. Building a lot of war ships too early means that they'll just sit there, draining your IP reserve with maintenance costs. The chances are excellent that your home world will be located in a sector far enough away from other players that it will take some time for you to encounter one another. You have to find a comfortable balance between building enough ships to defend your home world and sinking your resources into in-

dustrial production.

Establishing a colony world isn't a snap either, although it is the same for every race, so no one gets an advantage here. First you have to locate a suitable world through scouting; then you must land a base there (30 IP); next, transport some of your population there with a Colony ship (30 IP); and, finally, build an industry (100 IP) in order to start producing a return on your investment. The IP production of a colony world with one industry is approximately 30 to 40 IP. Asteroid belts are the best value here because you may build an industry immediately after landing the base. The size of a planet (Class) determines how many population units and industries it may support in a direct one to one ratio. Each race will automatically "grow" population units on colony worlds at an unknown rate. It takes one population unit to support each industry. You may build industries up to the planetary limit, however, the production of each subsequent industry on a planet is slightly less than the previous one. Thus, you will earn more from five colony worlds with one industry each than you will from one world with five industries. In addition, if all your economic production is concentrated on one planet and that planet is lost to attack, your position is seriously compromised. Diversification is the key.

In descending order of economic production after colony worlds come allied worlds, conquered worlds and slave worlds. While allied worlds are fairly reliable, unless some other player makes a more enticing offer, conquered worlds and slave worlds require the presence of your ground forces to maintain order and ownership. Slave worlds will never have a political level less than four (with one being the best), which "effectively RUINS their best productive capabilities."

Finally, it is essential that you be willing to conduct some diplomacy with other players in order to enjoy this game. If you are used to going it alone I would suggest that the Cintellian position might be your best choice. MUN players must work with

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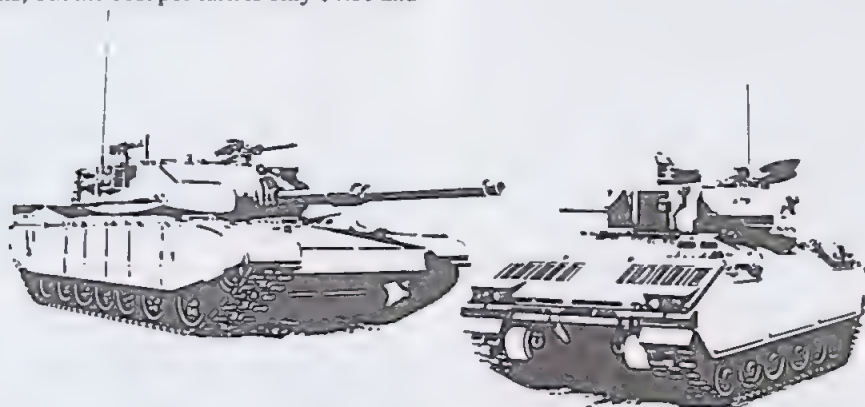
one another fairly closely to have a chance against the anti-empire sentiment which will naturally occur. Nuler players can exist fairly well as mercenaries, selling their services to the highest bidder. Humans and Komchung will most likely want to ally with one another because the Human ships and Komchung ground units make an extremely effective military force.

IV. Evaluation

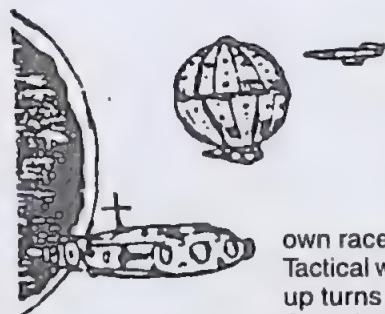
Do I like playing Intrigue? The answer is yes! Will you enjoy it? That is something you must decide for yourself. This is not the most complex PBM game in the genre; neither is it the simplest. The printouts are clear, with all the pertinent information presented in a format that is easy to read. There are no four-color laser printed maps and diagrams, but the cost per turn is only \$4.00 and

you may buy ten turns for \$37.50. there are no extra charges for battle reports and no way to "buy" an advantage in this game. I like that. In my experience with White Lion Enterprises, which has continued almost since the begining of First World in 1984, I have found John O'Brien to be a reliable, creative and fair moderator. A free newsletter is published and mailed to all players of both White Lion's games on a regular basis. In the latest issue of "Lion News" John proudly announced the acquisition of a Macintosh computer, and the improved quality of the newsletter shows. Intrigue is definitely a game worthy of your consideration.

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TIPS ON LEGENDS

by Bill Bock

As a sort of intermediate-level player of Legends by Midnight Games I'd like to offer my advice to any players considering the game. The reason I do this is that in one of the games I'm in I've recently encountered some players whose setups have been less than optimal. This is not to say, however, that I haven't made mistakes. My first setup was not a disaster, exactly, but neither was it satisfying to me.

First off, a few players have misconceptions about the usefulness of certain Arcane Arts, such as the Enchanter skill. The idea of making magic items is an exciting one, right? Forget it. Making weapons and armor more effective is nice, but the spells for doing these things take up more than half the Enchanter's repertoire. And besides, you want to make more exciting things than a simple Power II Mithril Sword, don't you? Sorry, but to merely determine the basic method of magic item creation requires a 5th level spell. The necessary research would be a relatively dangerous proposition for even a 31st level Enchanter. The first three levels of Enchanter spells can be researched fairly safely with a different, more versatile, and interesting skill, like Summoner (though be prepared for a possible lack of Silverleaf, the primary staple in any Summoner's diet.) If nothing I've said here sways you, be prepared for several stints in a padd-

ed room with a nice clean, white shirt with extra long sleeves.

Necromancer is another Arcane skill that, purely in my opinion, is over-rated. Back off this class, if you have even the faintest thoughts of going this route. Though their spells are nice, and have a huge amount of potential, Necromancers are just too darn easy to defend against. Seven of their 16 non-"multiple" spells are geared exclusively for defense against undead. The situation that would likely occur would go something like this: Necromancer attacks player B, practically slaughtering him with hordes of Skeletons, Zombies, and worse. B goes to player C for help. She, being Summoner, researches Repel Undead II (a 2nd level Necro spell) with over a 70% chance of success, or maybe even Repel Undead III. This gets taught to B, and the Necromancer is in serious trouble. If you just dearly want undead troops, or even characters, influence an undead NPC, or charm it, and go your merry infectious way.

Some mention of the powers of Influence have recently been discussed in Paper Mayhem. Realm Of The Immortals de-emphasizes influence and character diplomacy (supposedly) in two ways. First, by removing a Priestly Miracle called Greater Blessing, the most efficient way of raising Influence. Second, by limiting the maximum chance of successfully taking over a character to 30-35%. However, as of 3/5/91, this change has not been implemented yet.

Characteristics are another area of debate. Some say that since they can't be raised, and skills and attributes can, that lots of points should go here, but that's not necessarily a good idea. If you're worried about Carrying Capacity, don't. All Heroes and Adventurers start with Warmounts that can carry pretty much anything, except blocks of stone. The location positions can build wagons. So, if you want some Strength, only get enough for the best weapons you plan to use for example, the Troll Hammer requires a Strength of 20, the maximum Strength anyone but an "Iron Robert" should take. Added Dexterity offers the same combat advantages that added Strength does (either 3% per extra point or 5%, but it seems to be 5%), and also aids covert activities such as Thieving. The moral? Only if you plan to be light-fingered. Constitution is an area that attracts attention because of its higher cost, but is it worth it? On the one hand there are at least two types of Healing Potions, the Cure Self spell, the Heal Character miracle, and definitely other healing methods, but on the other what if these aren't available? My Giant with 66% wounds (was 76%) resents his 10 Constitution. Finally, with Beauty, comes an easy choice. Going to do some Influencing? 4 or 5 points should do it. Too much can be as bad as too little, though.

Spell research, in the rules, details what can go wrong (curses, damage, insanity, even death), but not your chances of things going right. I've heard from an extremely reliable source that a good rule of thumb is to multiply spell level by 10 to determine a safe range to research. That is if you want to get the "Summon Efreet - Malacous" spell (3rd level), be a 31st level Summoner for a pretty good chance of success. Researching a spell out of your Art is harder, and there are probably several other factors as well. Wounds, at least, are a serious impediment. My 32nd level Summoner tried for a 2nd level Druid spell. With "only" 76% wounds, he had about a 15% chance. Needless to say, he failed, three times in a row. Curse city.

Lastly, I'd like to offer some advice in regards to the position types of Overlords and Mercenaries. Starting with a Large race entails a small population. So you've got to balance your hopes of finding some smaller race "semi-slave" labor (to run your mines, farms, etc. while the big guys are out bashing heads) versus the economic advantage and growth potential of the more numerous Medium and Small races. My advice? Go for Human. You'll have more troops, added versatility with which to make more, and enough money to train them all as MageKnights and AxeBerserkers. Let's see the Giants do that! Also, you won't feel guilty training the unskilled population as farmers when necessary.

Above all, when making your final decisions about your setups, consider carefully, look at what you want to do, and decide if your goals are realistic, or even possible. Try to get in touch with players with some experience to guide you past the pitfalls. As a recent review said, this is a game where a little thought in the beginning can help you avoid a dozen turns of trying to make up for mistakes.

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ANARCHY BY MAIL

Fresh from three years of playtesting, Galactic Anarchy is a new, 100% computer moderated PBM game. In our first Gameline we introduced and gave a brief overview of Galactic Anarchy. In this issue, we are going to briefly describe each of the six race types.

The type of race you choose will greatly affect your strategy for playing Galactic Anarchy. Below is a brief introduction to each of the six positions. **IMPERIALIST:** The player of this position is interested in possessions and will stop at nothing to achieve his ends. This includes stealing your factories, raw materials, artifacts and even your own population.

ZEALOT: As the name implies, the Zealot wants to the spread "The Word" throughout the universe through the use of his fanatic followers. This is a difficult position to attack as the Zealot has a fair ability at building armies and his converts can make taking his system difficult.

RAIDER: The Raider is a hit and run artist. He is especially dangerous because if the Raider out numbers your ships in a system more than 3 to 1, he will capture them and your fleets.

MERCHANT: The Merchant is interested in hauling raw materials and collecting harmful artifacts from others. He is aided in this by being able to carry twice as many raw materials per ship as any other position.

DRONE: The player playing this position is in-

terested only in the death of all life forms and has several interesting bombs to aid him in his goal. **XENOPHOBE:** the Xenophobe is the end product of biochemical warfare and they are able to spread their hate and fear throughout the galaxy by infecting all other races with their diseases.

A game of Galactic Anarchy can have from 2 to 30 players scattered across a galaxy with as many as 700 systems and up to 1000 fleets. As a player, you have complete control over four types of fleets: the swift Hyper, the dangerous Combat, the workhorse General Purpose, and the awesome Dreadnought. In addition, you control the production of as many star systems as you can capture.

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ANTHROBOTIC SOFTWARE

We've been receiving requests for information about Fleets of Bruterra and must report that we've had to cancel the playtest. We have two other games in the works and you should be hearing about them soon through ads and announcements in *Paper Mayhem*, *Flagship*, and possibly *D2 Report*.

A few players mentioned that Fleets of Bruterra didn't offer enough depth compared to other games

(we're going to remedy this in one of our new game designs). At the other end of the spectrum, one veteran player insisted that three variables are too much to handle and that we should allow him to role-play his fleets. Before we could present this ponderous idea to the other playtesters, the main programmer for Fleets of Bruterra decided that more college would lead to better opportunities and so submitted his resignation. As a result, the partially debugged Bruterra game system now rests in limbo. Nevertheless, "Coder" Robert deserves many accolades for his elaborate work on Fleets of Bruterra and we wish him well.

ARES GAMING

Ares Gaming is a new PBM company welcoming all PBmers. We have purchased Galactic Simulations "Swords of the Gods". A fantasy game based on owning the twelve swords of Fred Saberhagen's Book of Swords series and designed by Bob Kasa of GS. The rules are \$2.00 and each turn is \$3.50. A setup costs \$600 and includes the rules and 2 free turns. We are currently working on a major revision to this game and another game based on space conquest and economics named The Vela Cluster. For a setup in Swords of the Gods write:

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ARK ROYAL GAMES

We've licensed two new games from Roma Games of Australia, "Darkness of Silverfall" and "Rings of Darkness". "Darkness of Silverfall" revolves around the giant solar system Silverfall, one of the foremost empires in the universe. An imperial council of six mighty wizards ruled the empire in peace, until one day the most powerful of the wizards was expelled. The fallen wizard took the name "Sauron" and vowed to destroy the empire. He build five powerful battle stations and used their power to accelerate the growth and death of Silverfall, prematurely changing the star to a Black Hole. The planets were sucked in towards Silverfall at an alarming rate of acceleration!

A number of surviving races, each with a small fleet of space ships, set out to destroy Sauron and his battle stations in order to save Silverfall and win for themselves a place of prominence in its governance. Victory is achieved by controlling 15% of the planets while amassing 5 million points through destroying ships, and controlling your own planets, mines and ships.

"Rings of Darkness" is a sequel game which presumes that Silverfall is saved, and now 9 surviving empires battle for control of the entire galaxy while seeking to destroy any of Sauron's remaining ships. This time, you win by controlling 40% of all planets.

Both games have 30 orders, 50 ship designs,

magic items and abilities, planetary industry, mining and trading, naming and gifting of ships and planets. For rules to both games, send \$2.00. Free information is also available on request.

Ark Royal Games
P.O. Box 6378
Aloha, OR 97007
CompuServe: 71750,1153

BATTLE-MAGIC GAMING

I am pleased to announce the promotion of Lawrence (Law) Softich to Atlantrix Supervisor. Law will now be responsible for training new Atlantrix GM's and assisting me in overseeing the sizable operations of Atlantrix (which he has been doing for some time anyway, now he'll get official recognition and pay for it).

Effective March 1st, 1991 we are increasing the turn fees for ATLANTRIX. The regular turn fee will increase to \$6.00 a turn, Short and Rest turns will increase to \$4.00 a turn. The set-up package will go from \$12 to \$14, this includes Set-up, Rules, and your first 2 turns. There will be NO increase in the price of INTO INFINITY.

For INTO INFINITY we have just filled and closed out Spinel Galaxy. A new galaxy will be opening soon. Players who want to get in on a new galaxy should sign-up ASAP. Due to the increasing size of US operation in the Persian Gulf I'm seeing quite an increase in sign-ups for our SLOW galaxy

(Ruby). If it fills I will create another SLOW galaxy for our Heros overseas to enjoy on their R&R.

On a sadder note, I received one turn from a sailor in the Persian Gulf on February 4th, it was postmarked January 3, 1991!!! This 32 day, 1-way trip is pathetic! Especially in light of the recent postal rate increase. A turn only takes 8 days to get here from Germany, and that involves going through TWO government postal organizations...I think it would get here faster if you slapped a camel hoofprint on it and dropped it in a Saudi mail box.

If any reader can do anything at all about this situation I urge you, for the sake of our service personnel, to do it. These men and women have families here who want to know how they are.

BLUE PANTHER ENTERPRISES

Boys Of Summer [BOS] is BPE's newest game. It places you in the position of General Manager/Owner of a major league baseball team. You hire the free agents, make the trades, recruit the best new talent, and arrange the offense & defense that will lead your team to the world series!

BOS features 100% computer moderation, 26 players & laser printed turnsheets. Turns give you ALL the information you need to make informed decisions, including the standings, the names, addresses & phone numbers of all the players, complete explanations and feedback of your orders and their effect on your team, complete info on all trading activity, scout reports on other teams, reports on the best of the best [for ex. the top 21 centerfielders].

You also get a listing of all the players from every team in the majors to help in your trade talks. There's even a section for manager messages and deals. Would you like to name your pros? Your team? Your farm players? In BOS this is a standard, no extra charge feature that is available to you every season.

BOS is NOT a close simulation of major league baseball. Rather one turn = one season. BOS lets you concentrate on the challenges of managing a team over the years and building a baseball dynasty.

BOS is not an overly simple game. Nor is it an overly complex one. There are only 11 order types. The challenge in building and running your team, not in learning some esoteric order system.

Are you trying to introduce a friend to PBM? BOS is a great way to do it. You and up to three friends can join up for the same game [one team for the east & west division of each league].

FREE INTRODUCTORY RULES are available for BOS, as well as our other games, The Final Campaign and Empires For Rent. They allow you to find out more about a game before you send any money. If you like, send us the name & addresses of some friends who may be interested in BOS and

INTO INFINITY

NEW GALAXY OPENING...

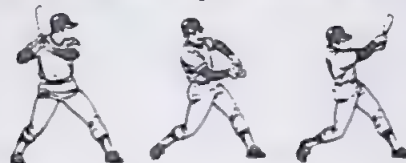
Join in on the excitement of space exploration! Chase an Ion Storm around the Galaxy... Mine a Comet's fiery tail... Hunt for Ancient Artifacts on Dead Planets... Map a Star Cloud to see what it hides... Search Derelict Ships drifting in space for Lost Technologies... Colonize other planets and build a mighty Space Empire... Warp through an Ethereal Cyclone and enter another galaxy...

YOU BEGIN...

as commander/emperor of a star system. All planets here are colonized but you know nothing of the rest of the galaxy except it's size. There are over 600 unknown parsecs out there! Build scouts and send them out while you mine for Rare Minerals in your own Home System. Soon your scouts will find something for you to do, and you'll send fleets out. Out to mine, to search, to explore, and to colonize. But beware, some neutrals have heavy defenses, rumors of an alien race called the "Marauders" exist, and up to 11 other players share this galaxy with you. Soon it will be a race to colonize, mine, and discover. Ally with some, make boundaries with some, and possibly war with others. Once you have pacified your galaxy, then journey with your allies into another galaxy. This could be a neutral galaxy (one which has no players) or you might want to become invaders to another player galaxy...

We have a special SLOW Galaxy for Service Men and Women overseas and for International Players. Write for FREE information or send \$20 to get started immediately. This includes Set-up, Large Galaxy map (blank), Rules, and your first 5 turns (a \$31 value).

Battle-Magic Gaming P.O. Box 9935 Spokane, WA 99209



we'll send free intro rules to them too! Best of all, for every friend of yours who signs up and plays a game of BOS, you get an EXTRA FREE TURN.

BPE/PM
Box 080003
Staten Island, NY 10308-0009

C² SIMULATIONS

The two playtest games of AAO (Against All Odds) are progressing nicely. As of early March, Game 1 has completed 6 turns, and turn 4 was just run for Game 2. Based on player feedback, a large number of rule changes have been added, and we have just completed a new playtest rulebook.

What started out as a slightly below mid-level complexity, futuristic trading game looks like it will end up in the mid-high complexity range. Commercial release for mid-1991 still looks feasible. There may be an official announcement in Paper Mayhem #49 (famous last words).

New Order has been licensed in the UK to the Netherlands company, Daydream Productions. Daydream already has the rights to New Order and Space 101 in most other parts of Europe.

The post office has raised its rates (again), and we have NOT raised our turn fees in response to this (again)! For free information on AAO, and a copy of our newsletter (as well as information on our other games, NEW ORDER and SPACE 101) please drop us a line.

C² SIMULATIONS
16081 Sherlock Lane, Dept. PM
Huntington Beach, CA 92649

EARNSHAW ENTERPRISES

As of this writing, we have not yet been able to resume programming on our new PBM game of medieval warfare. We appreciate your patience and hope to begin the playtest within a few months. (Again, we have enough playtesters signed up already. Thank you!)

The design work on the Outer Reaches upgrade is going well; it looks like the game will be completely overhauled. (We may even release it under a new name if we implement all the changes that have been submitted!). Again, if you have any suggestions for changes or improvements to the game, please drop us a line and let us know!

ECKERT GAMING GROUP

DEATH & SORROW is filling another "slow" game with turns every three weeks in addition to our regular two-week games. This is perfect for Canadian or overseas players. The price for DEATH & SORROW is still only \$5.00 for the set-up, rules and three turns, turns 4-9 are \$2.50, with the remaining turns \$3.00. Rules are only \$1.00, applicable toward your first set-up, and free information is available anytime. Be sure to check PBM Activity Corner for the listing of top DEATH &

SORROW players.

Eckert Gaming Group
P.O. Box 16384
Rochester, NY 14616

ENTERTAINMENT PLUS

By May adventurers will have returned from dozens of adventuring trips, since the adventuring aspect of AG is now in its introductory phase. Adventuring is available, and at a 25% discount while the introductory phase lasts. But that is just the start of the recent enhancements to Adventurer's Guild.

The control combatants have in team combat has been expanded considerably. New spells have been introduced. New skills are available. And a provision for Canadian and overseas players now provides a second alternative to missing turn deadlines. The rulebook has been revised to keep up with the enhancements, and is still free. Monsters, treasures, traps, and encounters are being added constantly, and by now even a few magic items may have been discovered by courageous adventurers.

The excitement continues to grow both inside and outside the guild halls. A third guild hall might not be necessary for a while yet, but eventually there will be three separate halls where adventurers

can live, train, and travel between as they discover and enjoy the mysteries and challenges of life.

Other items of interest: Entertainment Plus can now be reached by fax. The number is (414) 739-3592. Turn orders must be received by 10:00 am on the due date to be considered on time. Also please note that the turn charge for Adventurer's Guild has risen by \$0.25, so the cost is not \$9.75 per turn. Adventuring turns cost only \$7.25, but for a limited time only.

Why not write for a free rulebook (over 25 pages, with illustrations) today? Also be sure to see our section in the PBM Activity Corner to get a glimpse into the recent happenings within the Antar guild.

Entertainment Plus - Adventurer's Guild
P.O. Box 1981 • Appleton, WI 54913

FRAZIER GAMES

After 10 months of programming, development and playtesting, Trade & Conquest is ready. T&C is a 100% computer moderated PBM in which players control 1 of 25 galactic empires bent on interstellar domination. How each player chooses to dominate his opponents is his decision to make.

One one hand, a player may decide to win the game through military might. To achieve this goal, he conquers the planets colonized and developed

Adventurer Kings

The play-by-mail game of epic adventure

Now you can become a Caesar or King Arthur. You can rule a Kingdom, lead armies into campaigns of conquest, and adventure in dungeons and lairs defended by dangerous monsters.

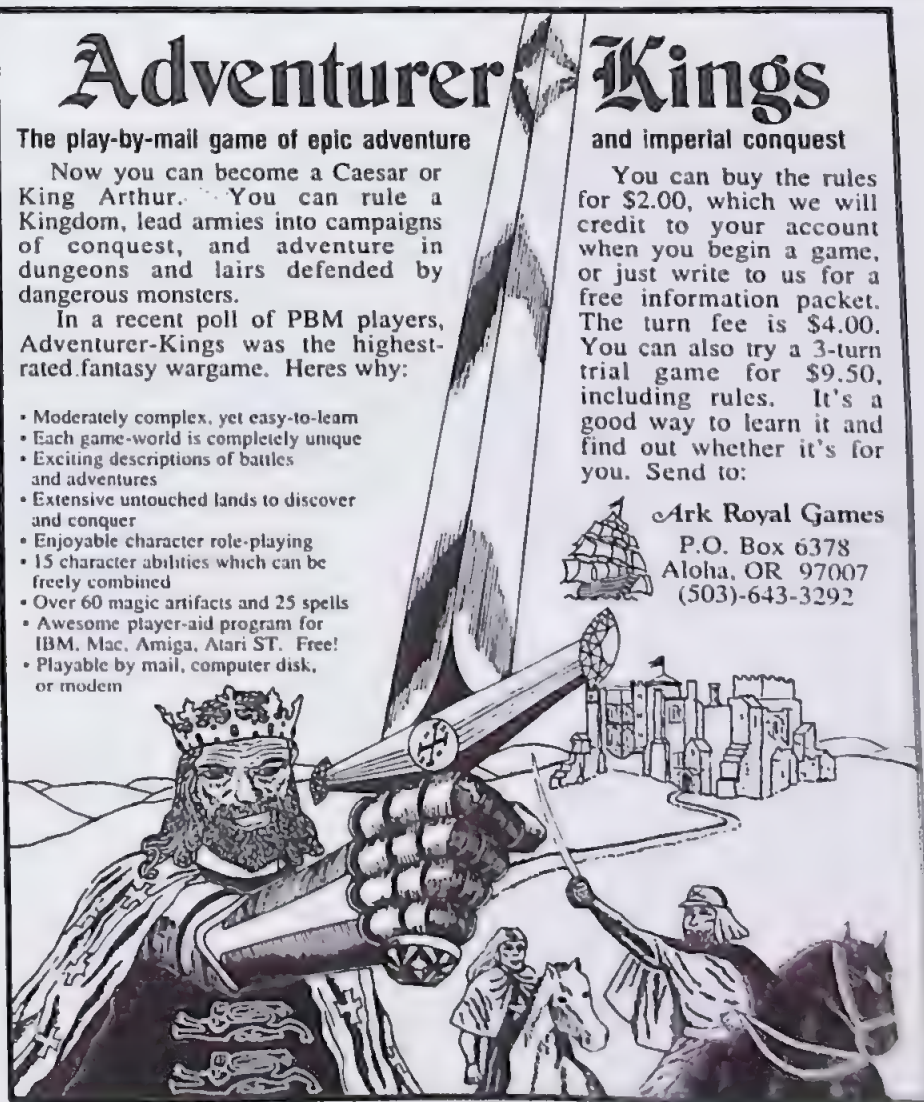
In a recent poll of PBM players, Adventurer-Kings was the highest-rated fantasy wargame. Here's why:

- Moderately complex, yet easy-to-learn
- Each game-world is completely unique
- Exciting descriptions of battles and adventures
- Extensive untouched lands to discover and conquer
- Enjoyable character role-playing
- 15 character abilities which can be freely combined
- Over 60 magic artifacts and 25 spells
- Awesome player-aid program for IBM, Mac, Amiga, Atari ST. Free!
- Playable by mail, computer disk, or modem

and imperial conquest

You can buy the rules for \$2.00, which we will credit to your account when you begin a game, or just write to us for a free information packet. The turn fee is \$4.00. You can also try a 3-turn trial game for \$9.50, including rules. It's a good way to learn it and find out whether it's for you. Send to:

Ark Royal Games
P.O. Box 6378
Aloha, OR 97007
(503)-643-3292



by the other, more timid empires in the galaxy. "Let the weak inherit the Earth, so I can take it from them," should be this player's motto.

On the other hand, a player may decide to win the game though economic might. By developing colonies and conducting trade with the other empires in the galaxy, this player can win without ever having to fire a shot at his neighbors. The philosophy "Anything for a profit," will see this player to victory.

At the beginning of the game, a player determines which of these directions he will take. Each player defines his Racial Characteristics which will allow him to either become a military genius or an economic tycoon. But beware: events within the game may force players to adopt another strategy.

Among these events is the discovery of Artifacts. Forty of these have been left scattered around the galaxy by an ancient and powerful race of beings who have disappeared for some unknown reason. Each Artifact has one effect on an empire, either beneficial or detrimental. These Artifacts cannot be destroyed once found, but they can be traded to another empire (a particularly useful way to kill an enemy with kindness).

Setups cost \$12.00 and includes the rulebook and 2 free turns. Thereafter, turns cost \$4.00. There are no hidden or additional turn costs, and there is no limit to the number of orders that can be given in one turn. Turns are processed simultaneously, and run every 2 weeks. Winners of a game of Trade

& Conquest get to play their next game for free!

Frazier Games

P.O. Box 293

Portage, OH 43451

INNER DIMENSION GAMES

We are happy to announce the addition of a new SIRIUS COMMAND game aid. Quick Start rules are now included with each rules purchase (and free upon request). While they are no substitute for reading the rulebook, they give beginners an easy to understand overview of what each of the 27 orders can do for them. This especially helps in the situation where the first turn of a game might be due a couple weeks after receiving the rules. Speaking of new games, we will have started SIRIUS COMMAND game #5 by the time you read this.

With the strong economic orientation of SIRIUS COMMAND comes a new enhanced turn printout. In SC each nation produces 6 types of commodities representing agriculture, fuel, industry, non-strategic and strategic resources and research. Each turn nations that over-produce commodities see to under-producing nations in a free-for-all-price-war-supply-and-demand style market. Printouts state for each commodity on a worldwide basis the amount sold, the average price, the high-low price spread, the average price your nation received or spent, and depending on if your nation was a buyer or seller, how many other nations

bought or sold, respectively! All these goodies are shown in (often humorous) narrative style, and sometimes with hints on what to do about conditions and/or perspectives on past markets!

Thanks to those who responded to our call for sirius role player outlooks in the PBM format. This is not a closed subject. Please feel free to write.

Inner Dimension Games

51 Henry W Dubois Dr.

New Paltz, NY 12561

(914) 255-7028

CompuServe 72600,743

Prodigy MJXW95A

HCS GAMES

HCS Games announces that their games of GLORY and MASTERS OF MAGIC have pricing changes effective April 1st. GLORY is going to a fixed \$10.00 per month (includes 3 turn sheets, newsletters, monthly adjustment, and all battle reports). The only additional charge will be for extra turn sheets after the 3 included in the fixed fee (\$2.50 per additional sheet). Our MASTERS OF MAGIC game has also had a price reduction. The monthly adjustment will now be free. We will also be offering free startup in any of our games to returning "DESERT STORM" personnel.

HCS Games

45 Lakeview Terrace RD6

Binghamton, NY 13904

PLAY HYBORIAN WAR

IMPERIAL CONQUEST IN THE AGE OF CONAN

Now you can live the most powerful legend of them all. HYBORIAN WAR™ is a Play-By-Mail game where you control the destiny of the Hyborian Age of Conan. Aquilonia with her Black Dragon knights, slumbering Stygia gathering her wizards, the fantastically helmed armies of Kambulja in the east. Any one of these kingdoms is yours to rule, or choose from over thirty others — unique and authentically recreated from the Conan series.

The absolute gripping power of this world can be yours. Send forth your lords and generals to lead the armies of invasion. Send forth your heroes to adventure, your spys to kidnap nobles, steal secrets, and assassinate your enemies! Decree the policies of your land, giving your subjects good government or bad. Call upon your priests to speak the wisdom of prophecy and council. Command the sorcerous incantations of wizards. Indeed,

the tide of war may turn upon their arcane magics. Rule and Conquer! It is an age of empire and the jeweled thrones of the earth await you.

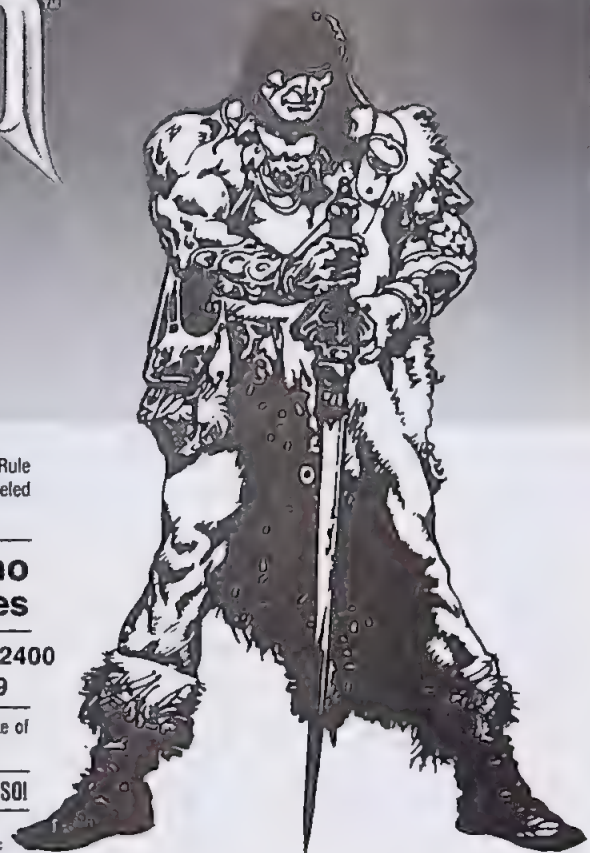
Write us for our free, no obligation set-up & rules

**Reality Simulations, Inc., P.O. Box 22400
Tempe, AZ 85282 (602) 967-7979**

Turn fees are \$5, \$7, or \$9/turn depending on the size of country you choose to play.

ASK US ABOUT OUR DUELMASTERS™ GAME ALSO!

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MICRO SOFTWARE DESIGN

Andromeda Cluster games 8 and possibly 9 are accepting signups and will probably start around May 1st (player load permitting). There has been some revision of the Criminal points awards and additional opportunities for Business companies to protect themselves without damaging their standings. Due to the recent postal increase, turn fees will increase \$.50 to \$3.50 - \$5.50. As always there is no fee for additional mailings or reports.

The Tome of Midkemia continues to be delayed due to large time commitments outside PBM gaming but work is still continuing (although at a snail's pace).

MINDGATE

Like many games of both the PBM and non-PBM type, **Stars of the Dark Well** has a good deal in the way of rules and assorted information that a player needs to become familiar with in order to become a "power player". This is particularly true in a role-playing environment like the SDW universe. Both our rules and game information have been divided into specialized modules in order to make this task not only organized, but fun as well.

This month we are introducing a new module full of game information. It is the **Captain's Reference to Equipment & Technology**; 26

pages which lists nearly every item found in **Stars of the Dark Well**. Each item is accompanied by all of its vital operating data as well as a short description. When it is available, the manufacturing formula is given too. As allegiance research efforts bound forward, more and more player-created items are added to the game all the time. This reference let's the starship captain get a handle on all the stuff that's out there.

The **Captain's Reference to Equipment & Technology** brings the total number of Captain's References to four, and if you also consider the five rule modules, that's nine different volumes of rules and information to go with the game! Each main Captain's Reference is available for \$3.00, and the smaller Captain's Briefing can be obtained for \$1.00. If you'd like more information, please write us. We always enjoy hearing from the PBM community.

Good gaming!

MINDGATE
P.O. Box 661857
Sacramento, CA 95866-1857

POTATO LEAGUE SPORTS

Potato League Sports has introduced a new way to draft fantasy football teams for play-by-mail leagues. The innovative method uses what Len Shepard, owner of the Fort Collins, Colorado com-

pany, says is a "three cycle round robin mail draft". Leagues of 10 are formed and special drafting sheets are sent out for franchise owners to select the first third of their 18 man fantasy team. Each team consists of quarterbacks, running backs, receivers, placekickers, and defensive teams. The first selections must be faxed or mailed in by July 18, after which 6 players are awarded to each team and mailed back to the owners for another cycle of selection in which the next 6 players are picked. Throughout the process, players and draft picks may be traded among franchise owners. The third cycle is complete just prior to the 18 week fantasy football season, which includes two weeks of playoffs. The whole league is just for fun, with an engraved plaque going to the winner and various non-monetary awards for individual achievement and contests along the way. Potato League Sports is also a leading manufacturer of software for drafting and managing private fantasy sports leagues.

Potato League Sports
748 Whaler's Way
Bldg. E, Suite 202
Ft. Collins, CO 80525

SCHUBEL & SON INC.

We have two new licensees for our games. Walters Associates in Mississippi will be running **Ancient Empires** and **Crusade**. Red Talon Gaming in Pennsylvania will be running **Seige America**.

BOYS OF SUMMER



YOU are the manager of a big league baseball team, getting to build, trade, sign, release, draft and bid for free agents as you see fit. You know you're better than the other 25 managers - now prove it!

- 100% Computer Moderated,
- 100% Laser Rules & Turnsheets
- Simultaneous Processing
- Complete Control Over Your Team

Rules: \$3, Rules & Two Seasons: \$10, Turns :\$3

Or send for **FREE INTRODUCTORY RULES** for **Boys Of Summer**, **Empires For Rent**, **The Final Campaign** or **Kill Ted!**

Blue Panther Enterprises
Box 080003
Staten Island, NY 10308-0009

**WE ARE
THE FUTURE
OF PBM
GAMING!**

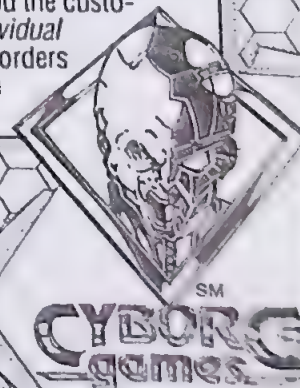


**THE
NEXT
EMPIRE**
SM

Join the revolution! Find out how TNE is changing PBM. Learn why TNE was voted the #1 PBM game by players in a recent nationwide magazine survey. Startlingly detailed laser graphics *each turn*; "smart" customized order sheets; unsurpassed gaming complexity to *challenge* your imagination: it's all part of TNE. And Cyborg Games offers you the customer support you deserve, like *individual* attention and *double entry* of your orders for increased accuracy, so you can make the most of every turn.

\$7.50 per turn.
\$20 for set-up,
manual and first
two turns.
Fast (2 week) or
Slow (3 week).

Cyborg Games Inc.
Department D4
P.O. Box 71019
Milwaukee, WI 53211
(414) 332-1966



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Cyborg Games Inc.

We welcome these new companies to our family of licensees!

Global Supremacy IV will be released in June. The programs have been completely rewritten and updated. New units have been added along with city by city terrain listing. Role playing has been increased with spies, diplomats and leaders. You can now choose your official government type, language and commander authority. Global Supremacy just keeps getting better and better!

SIMCOARUM SYSTEMS

In-house playtesting for Simcoarum's new game **FREEDOM** has been completed and the first of two regular playtest games is underway. **FREEDOM** may be ready by the first of next year. This is a game of rebelling space colonies against Mother Earth.

The design for **GUNS OF 14** was delayed and we are now closing upon its completion. **GUNS** is a military simulation of WWI in the European theatre. This game is extremely complex and is not meant for the casual gamer. Fully computer moderated, this game will include such features as political influence, food rationing, submarines, air power, trenches, offensives, dreadnoughts, strosentropers, imports, and an economic system based upon the **A NATIONAL WILL** system. Playtest positions for this game are not open.

Since our last Gameline submission, **A NA-**

TIONAL WILL games #17, 18, 19, and 20 were begun. Games #17 and #20 are 20-player games. #18 is a team-play game where members of a wargaming club are taking on veteran ANW players. Good stuff. Yes, we do offer team-games of ANW. Also, we are accepting names for a 4 week turn-around game of ANW.

GRAND ALLIANCE games #6 and #7 have begun. Game #6 involves a team from Utah against a team from Oregon. Both games are beginning to heat up as the Humans meet the Aliens in a struggle to the death. Please see our ad elsewhere in Paper Mayhem.

Lastly, how many times do I have to say it. Our company publication is **FREE** upon request. We have obligated ourselves to free issues until Dec. 91. No strings, no obligations. For once, take something for nothing - Simcoarum BiMonthly.

YELLOWSEED GAMES

Yellowseed Games of Canada is pleased to offer the fine Crime Game from Australia, *Cosa Nostra*, to the North American market. With testing completed and our second game to start momentarily, my compliments to the leading player in the first game, Lyle Fitzgerald of the Fettucine family.

Cosa Nostra is a 12-player, 3-week turnaround, close-ended, computer moderated game with NO random elements. There is full diplomacy with all

players, bribes, takeovers of rival businesses, assassinations, fixing races or elections or spreading of rumors through gamesheets or taking over the news media. A number of U.S. players are discovering the fine deal offered by Yellowseed Games. U.S. players receive the full worth of the more valuable American dollar. This amounts to a 12-15% discount on all turn fees. We supply all forms, including addressed return envelopes and pick up the extra cost of postage to the U.S. *Cosa Nostra* is arguably the finest crime game on the market, and players interested in this excellent, historically accurate simulation should send \$10.00 for a 44-page rulebook, setup turn and first turn. Later turns are \$5.00.

Clans of Trove, now has 70+ players across Canada, the U.S. and Europe. The "Red Jihad" is one of the largest alliances on the world of Trove, a medieval world that has evolved differently from Earth. The prevailing social group is the family clan, moving from place to place to trade, raise herds and contact other clans, towns and groups. The map is large (5,000 hexes) with sea and land positions possible. Charges are low, only \$3.50 per turn, and the same deal on U.S. currency and free turn supplies applies as for *Cosa Nostra*. A mixed moderated game, the range of possibilities for players in the game for political intrigue, espionage, military orders and diplomacy is unending. New, updated 20 page rulebooks are available for \$4.50 for those who wish to look over the game before committing themselves. Contact us at:

Yellowseed Games
Box 172
Shellbrook, SK
Canada, S0J 2E0

LAST SECOND NEWS

It seem as though Flagship has announced the premature burial of Anthrobatic Software in their latest issue. Anthrobatic Software is still in business (see their Gameline piece). Flagship has been at odds with Anthrobatic Software since last year and it seems that they are now taking it out on them. You would think that they would act a little more professional.

Advanced Gaming Enterprises has moved. You can now reach them at the following address: PO Box 214949, Sacramento, CA 95821-0949.

"The Day After" is still owned by Steve Sparks. Steve now has another GM running the game in another state. This is why rumors have been flying that he was no longer running the game. This move was done to help provide better service for the players.

The next issue of Paper Mayhem is our 8th Anniversary Issue. We hope to bring some more surprises and information in this issue and issues to come.

MEGAPRIX A FORMULA ONE MOTOR RACING PBM GAME

Battle it out; on the race track & in the pit, against 15 other teams. Before the racing starts, bid for drivers, decide which engine & tires to buy to use in your 1st race. Then each race you will be faced with a multitude of decisions. At the end of the race you get a race report, a telex report, & a full team and driver update.

The rule book & start-up is \$5. Each race (turn) is \$2.50. If you pay for the whole season (16 races) at once it will cost only \$37.50, that's 7% off the single turn price.

**DON'T LET THE RACE START
WITHOUT YOU!**

FEATURES

Many Engine & Tire types 40 Drivers, Engineers
16 Full Grand Prix Tracks Pit Crews, Bidders
Computer Moderated Weather, Sponsors
5 pg race (turn) reports Free Newsletter, Fixed fees

ADVENTURE
SIMULATION
GAMES

DARK BLADES PLAY BY MAIL

A Living
Adventure

A FANTASY-BASED PBM GAME

- 20+ types of armour & weapons
- 25000 mappable positions
- Simultaneous movement, Fixed turn fees
- 70 elements in each character
- Play a Warrior or a Trader
- 1000's of NPC's, Dozens of trade items
- Laser printed turn sheets

The unique GAMMA Operating system to control the game has created a living world inside a computer, where the game could go on even without players. Start-up package only \$19; you get a rule book, full color poster-size map, & two free turns. In a full color box. Further turns are \$3.50 each. There are no "hidden" extras no matter if you control 10 towns or 50 warriors.

"This is the game for anyone who wants an in depth game, yet does not want to spend hours filling in the turn sheets"

S.C. Baldwin, NY

22659 Keswick Street, Dept 947 Tel: (818)702-0670
Canoga Park, CA 91304

Send For Free Information

STARBASE

A Review By Mark Macagnone

Once upon a time, a long time ago, I joined the FUN of PBM's. The very first game I played was Quest Games BEYOND THE QUADRA ZONE. For close to 5 years, I stayed with this game. I and close to 30 others enjoyed the game to it's fullest.

At that time, Quest also created T.A.G., and QUADRANT WARS. Both interesting but not my cup of tea. Also at that time people of Quest were working on another game that they kept secret from everyone. (Believe me when I tell you that I and others tried very hard to find out what it was).

Then came STARBASE. A game that the people of Quest Games worked on for over 5 years to create! I received their flyer and called them immediately! On 4-1-90 I received my set up and off I went. A am now on turn 33 and.....well....if you are the type who likes to take your time building up your empire. From the foundation up. And you don't mind doing the same thing over and over again to achieve this goal, then this game is for you!

But if you are like the rest of us and crave action from, say turn 5, then this game will BORE you to DEATH! I'm sorry about this, but I found this game extremely monotonous!

It has taken me 18 turns to achieve the ability to create the Fire Power to take on another player. I have 3 bases with only one able to build what I need (this is at turn 18, turn 33 I have all 3 bases up to level 6 or better).

As for the rule book, it's put together quite well. In fact it covers every possibility that may arise during the game. It's just too much information! I'll explain this a little later on in the review.

The turns cards are the "FILL IN THE BUBBLE" type that Quest has used for a long time. But again there is problems with this. Some of the orders will create large useless gaps at the ends of the cards forcing you to use another card. If you intend to do more things than 5 cards can hold, it will cost you .50 extra per card!

As for the turn results....they have been little help to me and others until the last page. This page shows you the following:

- (1) Where your ships are.
- (2) What they contain.
- (3) Who they've scanned.
- (4) Where they've traveled.

Sorry folks, but this game was NOT FUN for me, nor to several others that I've spoken too. Who have dropped out soon after they started.

Above I've outlined what I deem some of the problems. Not to explain why I feel that this game is in trouble. But first let me say one thing. THIS GAME CAN BE MADE INTO A GOOD GAME! It just needs to be retooled and made more exciting that it's present state.

LETS LOOK AT THE RULE BOOK...

This book contains 53 pages of information to read through. Each section or chapter (there are 28 of them) is chuck full of information and examples that you MAY USE to better yourself and your allies. The chapters are as follows:

- (1) ABOUT THE BOOK.
- (2) INTRODUCTIONS AND STRATEGIES.
- (3) PLAYING BY MAIL OR MODEM.
- (4) COMMUNICATION WITH OTHER PLAYERS.
- (5) REQUIRED DATA. Everything necessary to fill in your turn.
- (6) GAME TIME. Turns, Rounds, Zero rounds, Stardates.
- (7) OPTIONS. What they are.
- (8) MOVEMENT
- (9) MINING.
- (10) MANUFACTURING.
- (11) DISMANTLING.
- (12) TRANSFERS. Between yourself and others.
- (13) CONTROL SECTORS.
- (14) RELINQUISHING CONTROL ON SECTORS.
- (15) ALLIANCES.
- (16) SHIP CLASSES. What they are and do.
- (17) COMBAT. From page 28 thru 42.
- (18) REPAIR.
- (19) INPUTTING NEW SECTORS.
- (20) STANDING ORDERS.
- (21) STANDARD PROCEDURES.
- (22) PROCESSING ORDERS.
- (23) FEE'S. AND THERE ARE A FEW OF THEM FOR DIFFERENT THINGS!
- (24) PROBLEMS AND ERROR'S.
- (25-28) HOW TO FILL OUT YOUR TURN CARDS.

Each one of these chapters have examples and how too's. Still, have you noticed that you can shorten these chapters? For example: Chapters 1,2,3,5,6, can be put (except for STRATEGIES) under one heading. The same for 10 and 11, 13 and 14. I can put most of them together to form 1 chapter.

Now lets go over a few of these chapters.

OPTIONS. MY GOD!!!! ARE THERE A LOT OF THEM!!!!

Of the entire mass of information, I've used only the following Options that are described in the book:

Option #40-Transfer from one fleet to another (your own).

Option #55-Movement-the simplest and easiest to use.

Option #70-Manufacturing.

Option #75-Dismantle.

Option #80-Control sector.

Option #81-Relinquish sector.

Option #95-Increase alliance.

Now mind you, there are 42 options. They're break down is as follows:

ATTACK/PURSUIT: 6 OPTIONS.

DISTANT HELP: 4 OPTIONS.

REMOTE CONTROL: 3 OPTIONS.

DEFEND SHIP TYPE: 1 OPTION.

TARGET SHIP TYPE: 1 OPTION.

ADD TO/REMOVE FROM ATTACK LIST: 2 OPTIONS.

ADD TO/REMOVE FROM NON ATTACK LIST: 2 OPTIONS.

TRANSFERS: 10 OPTIONS (!).

MOVEMENT: 2 OPTIONS.

ADD TO STANDING ORDERS: 1 OPTION.

REMOVE FROM STANDING ORDERS: 1 OPTION.

REPAIR: 1 OPTION.

MANUFACTURE: 1 OPTION.

DISMANTLE: 1 OPTION.

CONTROL SECTOR: 1 OPTION.

RELINQUISH CONTROL: 1 OPTION.

INPUT KNOWN SECTOR: 1 OPTION.

INCREASE ALIANCE: 1 OPTION.

DECREASE ALLIANCE: 1 OPTION.

NO PLAY FEE'S: 1 OPTION (NO PLAY FEE'S!!!!!!!!!!!!)

As it stands, this is a lot of information to read through for a very few options that can be useful to any player!

As an example: TRANSFER OPTIONS. There are 10 of these options, each one dealing with Transfers to your own fleets and to your allies fleets. What I found was duplications with only a small difference between each TYPE of Transfer.

Take Option 40 and 41:

Option 40 states the following:

"TRANSFER (ITEM AND QUANTITY)-TO ANOTHER FLEET OWNED BY YOU. (If you don't have enough in the level of damage specified when the next higher level of damage is used etc.) Option + From Fleet Number + To Fleet Number + Item Number + Quantity + Level of Damage (OPTIONAL)."

Option 41 states the following:

"TRANSFER (ITEM AND QUANTITY)-TO ANOTHER FLEET OWNED BY YOU. (If there is not enough of the item for the level of damage indicated then only the amount in that level of damage is transferred).

Option + From Fleet Number + To Fleet Number + Item Number + Quantity + Level of

Damage (OPTIONAL).

Notice that the difference in each one is very small. #40 means you'll transfer the items up to the amount you requested using the available ships no matter the damage. #41 means that you'll transfer the items up to the point of what you have in each damage level.

This is only a small example of the OVER KILL that I mentioned earlier in this review. Each one of these OPTIONS are like this. I feel that you don't have to have all these options. Out of the 10 that are in the game only 5 are really necessary. These are OPTIONS 40, 42, 45, 48, 50. (Please see the chart marked IC for the readouts of these and the other options).

As for the damaged ships, won't the repair ships that you have with your fleets take care of them? I for one know that if you don't have the Largest Repair Ships with your attack fleets then your a fool for sending them into combat! Or maybe you just like to see blood.

NEXT UP MANUFACTURING AND MINING....

This the most important part of the game and I believe the one part that really slows the game down to a crawl! In order to create the MASSIVE FLEETS possible in this game, (I figured out that you can make 1 fleet, according to the rules, of 20 Ship Types with the maximum amount of 65,000 of each type of ship for a total of 1,300,000 ships in that 1 fleet!), you must have the PRODUCTION UNITS and CAPABILITY to MANUFACTURE the items you want to build.

This brings us to the STARBASES. There are 9 LEVELS in this group. Each level can produce more than the lower level (see chart 1B). But to build a new STARBASE again you must have the PU's to do it and the Capability to build it. (Oh yes, before I forget PU doesn't mean they stink but Production Units!)

You start in the game with the following:

- 1 LEVEL 1 STARBASE
- 4 REPAIR SHIPS
- 3 LARGE MINING STATIONS
- 5 CRUISERS
- 3 MINING STATIONS
- 3 FREIGHTERS
- 10 INTERCEPTORS

This is what you have to use to find a LEVEL 3 SECTOR to place your 1st base (there are 3 types of levels in the sectors: LEVEL 1= no mining. LEVEL 2= small mining. LEVEL 3= large mining, all levels vary from sector to sector so look around).

Once you find a LEVEL 3 mining area move in to it fast! If you have exploratory fleets you'll be able to find higher numbered sectors in the Level 3's (to find the sector without moving your whole fleet is to separate your Interceptors and Freighters into 3 groups and then send them out exploring). You then use the Option Control Sector. Then you will be able to mine more for your mining capability at this point. It is true that you can build more mining stations to increase your productivity but if you look at chart #1A you'll find that the larger the amounts in the same type of mining stations you make for the sector you are in, the less you will gain from them.

Now look at the Heavy Mining Stations. To produce 1 of these wonderful machines you must have 8,000 PU's and the Capability to manufacture 70,000 tons of ships to make it. Now take a look at chart #1B, you will find that you must have 1 of each type of STARBASE or any combination of STARBASES #1,2,3,4 to make any item 70,000 tons or more. This also goes for STARBASES. To produce a Level 2 STARBASE you need 1,900 PU's and (2) Level 1 STARBASES. CATCH 22 ANYONE????

This one problem has slowed the game down to a crawl and has turned a lot of players off. You figure it out for yourselves. Use chart #1B and try to figure out what it will take to build, say, a BATTLE DESTROYER. How many STARBASES and of WHAT LEVELS will you need to make them? Remember that you will need PU's to first make the STARBASES. Then the DESTROYER. The sector that you are in is a Level 3 with a mine rating of 543 PU's (this figure is what I believe to be a percentage level).

(I will give you a hint: it took me 18 turns).

COMBAT: IS THERE ANYONE OUT THERE LEFT TO ATTACK?

I am now preparing to do battle with what's left of the players in my game. Even though I did not enjoy the game, I wanted to find out what it was

like to send my ATTACK FORCE into BATTLE. So lets start out with what I did.

I begun to build a force of heavy ships and another of fast moving attack ships. As of turn 24. I have built for Fleet #1:

- (5) Heavy Cloaking Ships
- (10) Battle Cruisers
- (10) Battle Gunnery Ships
- (6) Battle Destroyers
- (5) Heavy Flag Ships

I intend to increase the number of Battle Destroyers to 10. With 16 ships for Gunnery and Battle Cruisers. This of course will increase the numbers of Heavy Cloaking ships and Heavy Flag ships by 2 to 3 more for full coverage.

Next was my fast attack fleet:

- (48) Super Interceptors
- (100) Interceptors
- (100) Large Interceptors
- (100) Heavy Interceptors

Again I intend to build up the Super Interceptors to 100. I also intend to add Heavy Cloaking Ships and Heavy Flag Ships to the group to give it that extra punch.

In combat there are several ways to increase your FIRE POWER. Just add Cloaking to cover your fleets to surprise the enemy, add Flag ships to increase your chance to hit with more focused fire power. And if you are really nasty do all the above and then attack your ally at a level 5 alliance. He may not be able to see who hit him if you are SUPER CLOAKED, in other words make sure that you have more Cloaking Ships than what you need.

My plan of operation is to send in both fleets Heavily Cloaked so that the enemy doesn't know I'm there. Then with a couple of Heavy Spy Ships, locate his ship types and separate them into 2 groups.

Group 1 will be the Flag ships, Cloaking ships. Spy ships, Deflectors ships.

Group 2 will be the Heavy Attack ships, Interceptors and the Starbases.

My first fleet will attack group 1 and then my Main fleet will go after the other ships. If I'm successful then both will attack what remains the following turn. And if my Cloaking holds, then he will not know who hit him!

By the way, I'm writing this section while I'm

CHART 1A

ITEM NAME AND CODE #	QNTY 1	QNTY 2	QNTY 3	QNTY 4	QNTY 5	QNTY 6 +
[70] MINING STATION	1.5%	1.1%	.8%	.6%	.45%	.3
[71] LRG. MNG. STN.	15.0%	11.0%	8.0%	6.0%	4.5%	3.0%
[72] Hvy. MNG. STN.	150.0%	110.0%	80.0%	60.0%	45.0%	30.0%
[11] LVL 1 STARBASE	3.0%	2.2%	1.6%	1.2%	.9%	.6%
[12] LVL 2 STARBASE	5.7%	4.2%	3.0%	2.3%	1.7%	1.1%
[13] LVL 3 STARBASE	10.8%	7.9%	5.8%	4.3%	3.2%	2.2%
[14] LVL 4 STARBASE	20.4%	15.0%	10.9%	8.2%	6.1%	4.1%
[15] LVL 5 STARBASE	39.0%	28.6%	20.8%	15.6%	11.7%	7.8%
[16] LVL 6 STARBASE	75.0%	55.0%	40.0%	30.0%	22.5%	15.0%
[17] LVL 7 STARBASE	135.0%	99.0%	72.0%	54.0%	40.5%	27.0%
[18] LVL 8 STARBASE	240.0%	176.0%	128.0%	96.0%	72.0%	48.0%
[19] LVL 9 STARBASE	450.0%	330.0%	240.0%	180.0%	135.0%	90.0%

CHART 1B

EQUIPMENT LIST

ITEM NAME	CODE	SPD	SPECIAL FUNCTION	METRIC TONS	OFFENSE/DEFENSE	WEAPNS.	DAMAGE	FUEL MOVE	FUEL COMBAT	FUEL TANK	STORAGE FUEL TANK	CARGO SPACE	PRODUC. UNITS TO MANUFAC.
SHIP CLASS # 101	[11] LVL 1 STARBASE	11	Can Manufacture 5,000 tons per turn	4,000	1,000	750	50	8,000	20	1,000	10,000	5,000	1,000
	[12] LVL 2 STARBASE	12	Can Manufacture 10,000 tons per turn	8,000	2,000	1,500	100	15,000	40	2,000	20,000	10,000	1,500
	[13] LVL 3 STARBASE	13	Can Manufacture 20,000 tons per turn	16,000	4,000	3,000	200	30,000	80	4,000	40,000	20,000	3,800
	[14] LVL 4 STARBASE	14	Can Manufacture 40,000 tons per turn	32,000	8,000	6,000	400	60,000	160	8,400	80,000	40,000	6,800
	[15] LVL 5 STARBASE	15	Can Manufacture 80,000 tons per turn	65,000	16,000	12,000	800	125,000	320	12,800	160,000	80,000	13,000
	[16] LVL 6 STARBASE	16	Can Manufacture 160,000 tons per turn	130,000	32,000	25,000	1,600	250,000	650	28,000	320,000	160,000	25,000
	[17] LVL 7 STARBASE	17	Can Manufacture 320,000 tons per turn	250,000	65,000	50,000	3,250	500,000	1,300	38,000	640,000	320,000	45,000
	[18] LVL 8 STARBASE	18	Can Manufacture 650,000 tons per turn	500,000	130,000	100,000	6,500	1,000,000	2,500	75,000	1,250,000	650,000	80,000
	[19] LVL 9 STARBASE	19	Can Manufacture 1,500,000 tons per turn	1,000,000	300,000	200,000	15,000	2,000,000	5,000	150,000	2,500,000	1,500,000	150,000
SHIP CLASS # 102	[24] INTERCEPTOR	24		100	5	2	1	50	1	110	-	-	10
	[25] LARGE INTER.	25		700	36	18	2	150	3	330	-	-	45
	[26] HEAVY INTER.	26		1,350	92	36	4	500	8	880	-	-	150
	[27] BATTLE INTER.	27		2,500	320	120	8	1,600	15	1,650	-	-	450
SHIP CLASS # 103	[30] CRUISER	30		3,000	400	180	8	1,800	5	400	-	-	350
	[31] HEAVY CRUISER	31		10,000	1,200	550	25	5,500	15	1,050	-	-	900
	[32] BATTLE CRUISER	32		25,000	2,500	1,200	50	12,000	34	2,040	-	-	1,600
SHIP CLASS # 104	[35] DESTROYER	35		20,000	2,000	1,000	100	10,000	30	2,100	-	-	1,400
	[36] HEAVY DESTROYER	36		60,000	6,000	3,000	250	30,000	100	6,000	-	-	4,000
	[37] BATTLE DESTROY.	37		150,000	18,000	9,000	500	90,000	400	20,000	-	-	11,000
SHIP CLASS # 105	[40] GUNNERY	40		1,000	200	-	50	800	2	180	-	-	200
	[41] HEAVY GUNNERY	41		5,000	1,000	-	250	4,000	10	700	-	-	900
	[42] BATTLE GUNNERY	42		25,000	5,000	-	1,250	20,000	50	2,500	-	-	4,000
SHIP CLASS # 106	[45] DEFLECTOR	45		1,000	180	200	4	800	2	180	-	-	200
	[46] LARGE DEFLECTOR	46		5,000	800	1,000	20	4,000	10	700	-	-	900
	[47] HEAVY DEFLECTOR	47		25,000	4,000	5,000	100	20,000	50	2,500	-	-	4,000
SHIP CLASS # 107	[50] CLOAKING SHIP	50		300	-	80	-	100	8	880	-	-	150
	[51] LARGE CLKG. SHIP	51		3,000	-	800	-	1,000	80	8,800	-	-	1,500
	[52] HEAVY CLKG. SHIP	52		30,000	-	8,000	-	10,000	800	88,000	-	-	15,000
SHIP CLASS # 108	[55] SPY SHIP	55		300	-	60	-	80	5	550	-	-	100
	[56] LARGE SPY SHIP	56		3,000	-	600	-	600	50	5,500	-	-	1,000
	[57] HEAVY SPY SHIP	57		30,000	-	6,000	-	6,000	500	55,000	-	-	10,000
SHIP CLASS # 109	[60] FLAG SHIP	60		300	-	60	-	500	3	330	-	-	100
	[61] LARGE FLAG SHIP	61		3,000	-	600	-	5,000	30	3,300	-	-	1,000
	[62] HEAVY FLAG SHIP	62		30,000	-	6,000	-	50,000	300	33,000	-	-	10,000
SHIP CLASS # 110	[65] REPAIR SHIP	65		300	-	80	-	500	3	330	-	-	100
	[66] LARGE REP. SHIP	66		3,000	-	800	-	5,000	30	3,300	-	-	1,000
	[67] HEAVY REP. SHIP	67		30,000	-	8,000	-	50,000	300	33,000	-	-	10,000
SHIP CLASS # 111	[70] MINING STATION	70		700	80	60	4	1,000	5	250	-	700	100
	[71] LFG. MNG. STN.	71		7,000	800	600	40	10,000	50	2,500	-	7,000	800
	[72] HVT. MNG. STN.	72		70,000	8,000	6,000	400	100,000	500	25,000	-	70,000	8,000
SHIP CLASS # 112	[75] FREIGHTER	75		800	20	120	2	300	6	640	-	1,000	100
	[76] LARGE FREIGHTER	76		3,000	100	500	10	1,200	25	1,750	-	3,750	350
	[77] HEAVY FREIGHTER	77		12,000	400	2,000	50	5,000	120	7,200	-	13,000	1,300
	[78] SUPER FREIGHTER	78		50,000	1,750	9,000	250	20,000	500	25,000	-	70,000	5,000
	[81] SPEED FREIGHTER	81		1,000	40	200	5	1,000	20	2,000	-	1,500	300
	[82] HVT. SPD. FRTR.	82		5,000	200	1,000	25	5,000	120	12,000	-	7,500	1,500
	[83] SPR. SPD. FRTR.	83		25,000	1,000	5,000	125	25,000	700	70,000	-	37,500	7,500
SHIP CLASS # 113	[85] TANKER	85		800	20	120	2	300	6	640	5,000	-	100
	[86] LARGE TANKER	86		3,000	100	500	10	1,200	25	1,750	18,750	-	350
	[87] HEAVY TANKER	87		12,000	400	2,000	50	5,000	120	7,200	75,000	-	1,300
	[88] SUPER TANKER	88		50,000	1,750	9,000	250	20,000	500	25,000	350,000	-	5,000
	[91] SPEED TANKER	91		1,000	40	200	5	1,000	20	2,000	7,500	-	300
	[92] HVT. SPD. TNKR.	92		5,000	200	1,000	25	5,000	120	12,000	37,500	-	1,500
	[93] SPR. SPD. TNKR.	93		25,000	1,000	5,000	125	25,000	700	70,000	187,500	-	7,500
	[95] PRODUC. UNITS	95		1	-	-	-	-	-	-	-	-	-
	[96] FUEL UNITS	96		-	-	-	-	-	-	-	-	-	-
ONE PRODUCTION UNIT PRODUCES 100 FUEL UNITS													

playing. Hopefully, I will be able to attack by turn 34.

AND NOW FOR THE ATTACK:

As I said, I sent in my two (2) Attack Fleets with an additional (2) fleets of support ships.

The (2) new fleets consisted of the following:

Fleet #3 with (1) Heavy Cloaking ships, (3) Heavy Spy Ships.

Fleet #4 with (4) Heavy Cloaking Ships, (10) Super Freighters, (2) Super Tankers.

Fleet #3's job was to find out what the enemy has and to get me my targets. They were sent out first. Fleet #4 was there to pick up the remains of the enemy as well as any of my own fleet that was destroyed.

On turn 29, my spy ships found my targets. And believe me when I say that it surprised me on what he had in the sector. The list is as follows: 1 of each STARBASE levels 1 thru 8; 1 Cruiser; 1 Repair ship.

I also found that player 113 had a single INTERCEPTOR in the sector as well. (Another target for later on).

Both these FLEETS were uncloaked! There were no SPY ships, no HEAVY protection at all (except the Starbases, they can throw a mean punch).

At this point I set up my attack positions. I used Combat option #32 (to use a priority system of attack). My INTERCEPTOR FLEET would attack the Repair ship first then move on to the Cruiser. After that was done they would move onto the Starbases to join in with the Main Fleet.

My Main Fleet of Heavies, which now had the following ships under, SUPER HEAVY CLOAKING: 10 BATTLE CRUISERS, 10 BATTLE DESTROYERS, 10 GUNNERY SHIPS, 10 LARGE INTERCEPTORS would attack the STARBASES as Priority #1. By choosing to use option #32 I eliminated the possibility of not putting

my massive fire power to good use, there would not be any RANDOM SHOTS FIRED!

TURN 34...THE ATTACK... WAS IT WORTH IT ANYWAY?

As of this turn, I have NOT been able to move my (2) Secondary Fleets into position. Nor have my Attack Fleets attacked! Why is a mystery to me. I've tried to contact Quest Games through letters and telephone but have not received a response. Is there a problem? I went all out to report on the game. I even sent a rough draft of the review to Quest (this is one thing I always do so that if I make a mistake or misunderstand one or more of the rules I can discuss it with the GM).

Could it be that I ruffled a few feathers at Quest? I don't know. So, for those of you who wish to see what a Combat Report looks like I suggest that you take a look at Ms. Lloyd's Combat Report (issue #45) to see what it's like. I would have loved to see what I did to Player 104, but...So lets get to the next

CHART 1C

NOTE: The options that are underlined, cannot be used with the Standing Order Option (Option 60).

OPTION # 11 - ATTACK

Option + Fleet Number + Player Number (optional) + Fleet Number (optional).

OPTION # 12 - PURSUIT

Option + Fleet Number + Return option + Player Number (optional) + Fleet Number (optional).

RETURN OPTIONS

- 1) Continue with normal movement inputs for that round.
- 2) Return to sector where pursuit started, and then stop.
- 3) Return to sector where pursuit started and then use your movement for the move after the pursuit started.
- 4) Stop movement for the rest of the turn at the point where the pursuit was lost.

OPTION # 13 - ATTACK AND PURSUIT

Option + Fleet Number + Return option + Player Number (optional) + Fleet Number (optional).

OPTION # 14 - ATTACK - USING ATTACK LIST

Option + Fleet Number.

OPTION # 15 - PURSUIT - USING ATTACK LIST

Option + Fleet Number + Return option.

OPTION # 16 - ATTACK AND PURSUIT - USING ATTACK LIST

Option + Fleet Number + Return option.

OPTION # 20 - DISTANT HELP (Use Return Option if combat is discontinued).

Option + Fleet Number + Priority + Return Option + Player Number + Fleet Number (optional).

OPTION # 21 - DISTANT HELP (Continue to move towards him if combat is discontinued).

Option + Fleet Number + Priority + Return Option + Player Number + Fleet Number (optional).

OPTION # 22 - DISTANT HELP (Move towards him only do NOT combat, and use Return option if combat is discontinued).

Option + Fleet Number + Priority + Return Option + Player Number + Fleet Number (optional).

OPTION # 23 - DISTANT HELP (Same as 22 except continue to move towards him if the combat is discontinued).

Option + Fleet Number + Priority + Return Option + Player Number + Fleet Number (optional).

OPTION # 27 - REMOTE CONTROL (Follow and attack who he attacks at all times).

Option + Fleet Number + Priority + Return Option + Player Number + Fleet Number (optional).

OPTION # 28 - REMOTE CONTROL (Do not change movement, but attack who he attacks if we are in the same sector).

Option + Fleet Number + Priority + Return Option + Player Number + Fleet Number (optional).

OPTION # 29 - REMOTE CONTROL (Follow him only do NOT attack who he attacks).

Option + Fleet Number + Priority + Return Option + Player Number + Fleet Number (optional).

OPTION # 31 - DEFEND SHIP TYPE

Option + Fleet Number + Priority + Class + Percentage.

OPTION # 32 - TARGET SHIP TYPE

Option + Fleet Number + Priority + Class + Percentage.

OPTION # 35 - ADD TO ATTACK LIST

Option + Player Number + Fleet Number (Optional).

OPTION # 36 - REMOVE FROM ATTACK LIST

Option + Player Number + Fleet Number (Optional).

OPTION # 37 - ADD TO NON ATTACK LIST

Option + Player Number + Fleet Number (Optional).

OPTION # 38 - REMOVE FROM NON ATTACK LIST

Option + Player Number + Fleet Number (Optional).

OPTION # 40 - TRANSFER (Item & Quantity) - TO ANOTHER FLEET OWNED BY YOU (If you don't have enough in the level of damage specified then the next higher level of damage is used etc.).

Option + From Fleet Number + To Fleet Number + Item Number + Quantity + Level of Damage (Optional).

OPTION # 41 - TRANSFER (Item & Quantity) - TO ANOTHER FLEET OWNED BY YOU (If there is not enough of the item for the level of damage indicated then only the amount in that level of damage is transferred).

Option + From Fleet Number + To Fleet Number + Item Number + Quantity + Level of Damage (Optional).

OPTION # 42 - TRANSFER (Item & Percentage) - TO ANOTHER FLEET OWNED BY YOU (If you don't have enough in the level of damage specified then the next higher level of damage is used etc.).

Option + From Fleet Number + To Fleet Number + Item Number + Percentage + Level of Damage (Optional).

OPTION # 43 - TRANSFER (Item & Percentage) - TO ANOTHER FLEET OWNED BY YOU (If there is not enough of the item for the level of damage indicated then only the amount in that level of damage is transferred).

Option + From Fleet Number + To Fleet Number + Item Number + Percentage + Level of Damage (Optional).

OPTION # 44 - TRANSFER (Percentage of entire fleet) - TO ANOTHER FLEET OWNED BY YOU (If there is not enough of the item for the level of damage indicated then the computer tries the next higher level etc.).

Option + From Fleet Number + To Fleet Number + Percentage + Level of Damage (Optional) + Up to five exceptions (optional).

OPTION # 45 - TRANSFER (Percentage of entire fleet) - TO ANOTHER FLEET OWNED BY YOU (If there is not enough of the item for the level of damage indicated then only the amount in that level of damage is transferred).

Option + From Fleet Number + To Fleet Number + Percentage + Level of Damage (Optional) + Up to five exceptions (optional).

OPTION # 48 - TRANSFER (Item & Quantity) - TO ANOTHER PLAYERS FLEET (If you don't have enough in the level of damage specified then the next higher level of damage is used etc.).

Option + From Fleet Number + To Player number + To Fleet Number + Item Number + Quantity + Level of Damage (Optional).

OPTION # 49 - TRANSFER (Item & Quantity) - TO ANOTHER PLAYERS FLEET (If there is not enough of the item for the level of damage indicated then only the amount in that level of damage is transferred).

Option + From Fleet Number + To Player number + To Fleet Number + Item Number + Quantity + Level of Damage (Optional).

OPTION # 50 - TRANSFER (Item & Percentage) - TO ANOTHER PLAYERS FLEET (If you don't have enough in the level of damage specified then the next higher level of damage is used etc.).

Option + From Fleet Number + To Player number + To Fleet Number + Item Number + Percentage + Level of Damage (Optional).

OPTION # 51 - TRANSFER (Item & Percentage) - TO ANOTHER PLAYERS FLEET (If there is not enough of the item for the level of damage indicated then only the amount in that level of damage is transferred).

Option + From Fleet Number + To Player number + To Fleet Number + Item Number + Percentage + Level of Damage (Optional).

OPTION # 55 - MOVEMENT

Option + Fleet Number + MOVE 1 + MOVE 2 + MOVE 3 + MOVE 4 + MOVE 5 - MOVE 0 etc.

OPTION # 56 - MOVEMENT

Option + Fleet Number + Sector coordinate.

OPTION # 60 - ADD TO STANDING ORDERS

Option + Option to add to standing orders + (all of the normal inputs required for that option).

OPTION # 61 - REMOVE FROM STANDING ORDERS

Option + Code Number to remove.

OPTION # 65 - REPAIR OPTION

Option + Fleet Number + Ship Type + Priority + Percentage + Level (Optional).

OPTION # 70 - MANUFACTURING

Option + Fleet Number + Item Number + Quantity.

OPTION # 75 - DISMANTLE

Option + Fleet Number + Item Number + Quantity.

OPTION # 80 - CONTROL SECTOR

Option + Fleet Number + Sector Coordinate.

OPTION # 81 - RELINQUISH CONTROL OF SECTOR

Option + Fleet Number + Sector Coordinate.

OPTION # 90 - INPUT KNOWN SECTOR

Option + Sector Coordinate + Sector Code number.

OPTION # 95 - INCREASE ALLIANCE

Option + Player Number.

OPTION # 96 - DECREASE ALLIANCE

Option + Player number.

OPTION # 98 - NON-PLAYER FEE (works as a standing order).

Option + Secondary input.

SECONDARY OPTION

- 1 = No charge, no printout mailed, nothing occurs on the turn.
- 2 = \$2.50 charge, printout is mailed, mining occurs for all fleets.

part.

MY FEELINGS....FOR WHAT IT'S WORTH...

Sorry, but this game did not keep my attention at all! It can be a good game if the people at QUEST take a good look at it again. And maybe shorten the rules and time to create things. I'm sure that the game masters wanted to make sure that all possibilities were covered but from what I see there maybe no need for all the over kill.

I wish to express one more thing. If Quest Games does retool the game, I wish they would reconsider me again for the review position. I know that they can do this game up better than they have already done.

NOW TO RATE THE GAME:

COMPLEXITY: Very...there is just to much information to absorb.

Playability: Fair to moderate...it depends on what type of gamer you are.

GM RESPONSE: Good...I had no problems getting answers to my questions but I do know of several players who had trouble getting their money refunded (they finally did). This of course does not include turns 31 to 34 for my particular game.

TURN CARDS: Fair...I'm use to filling in bubble cards. Yet they have the problem of how much you can put on them without going over the 5 card limit and paying more to do so.

TURN RESULTS: Poor...for all that paper the information you get is not enough to support it. Only the end sheet is where you get your status is important.

PRICE: \$5.00 per turn (5 cards for mail ins, 25 lines for modem players). With an additional .50 per extra card above the 5 card level and/or .50 additional per 5 input lines above the 25 line limit.

NOTE: With a special option (#98) if you miss a turn but you wish to get a report and mine it only will cost you \$2.50. If you want everything to be reported to you on the turn you missed it will cost \$4.50 instead of the normal \$5.00 charge.

My rating for this game is a 2 to 2.75 stars.

For those who like to build their empires from the basement up, I give it a 3 star.

Just remember that this game may not be great to me but for those who like to take their time and to study every aspect of the game it will be great for you.

For further information contact:

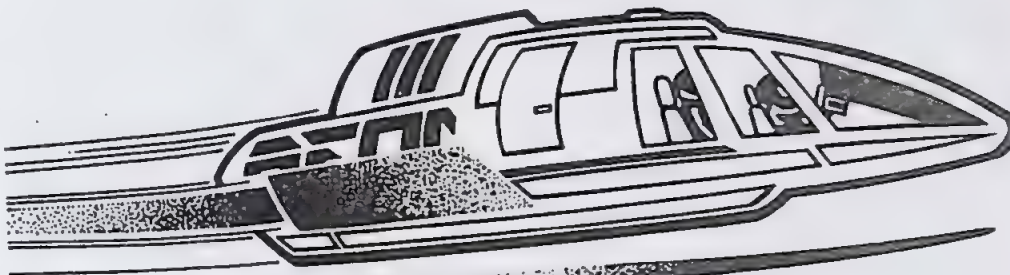
QUEST GAMES, INC.

5309 Society Hill Estates

Lindenwold, N.J. 08021-1858

WELL FOLKS UNTIL NEXT TIME, GOOD GAMING!

Oh, I almost forgot something. Remember my review on BELTER? I misquoted the price. It's \$1.50 for the first 5 orders (single turn), for 6 thru 15 orders the price is \$3.00 (double turn). It's still not a bad deal! See, even I can make mistakes! Sorry about that.



A NATIONAL WILL



"A National Will" is a computer moderated play-by-mail game where each player runs an economy of a country. Players make decisions on production, labor allocation, revenue, trade, ect. The strength of a country's military depends on the vitality of its economy.

To order the rule book and take your first turn, please send \$6.50 or \$3.00 for the book only with your name and address to

GRAND ALLIANCE



"Grand Alliance" is a fully computer moderated play-by-mail game which involves the battle of survival between human and alien races. Players represent either a member of the human race or of the alien race with the universe as a setting. The game is played on a map of three parallel levels where each level is composed of 240 planetary systems. Each player must solve military and political problems within their own camp before war can be waged effectively against the opposing race. Each side is faced with the same situations and problems to overcome.

To order the rule book and take your first turn, please send \$5.00 or \$2.00 for book only with your name and address to

Simcoarum Systems

P.O. Box 520861 • Salt Lake City, Utah 84152

Turn fees are \$3.50

Turn fees are \$3.00

PBM ACTIVITY CORNER

ADVANCED GAMING ENTERPRISES

Crack of Doom

Fighting continues at Thraegens Deep. In a series of battles over an extended period of time: The Sabre Punks (Chaotic CSA Goblins) attacked and defeated the Vergeltungswaffen (Lawful DOA Elves) and the Vidayo Marauders (LOOT Ogres) were badly beaten while defending the Vergeltungswaffen from a second attack by the Screaming Meamees (Chaotic CSA Kobolds).

Sometime later city allies launched a series of ineffectual counter-attacks. The Cobra Demons (Neutral Humans) and the Silent Ones (Lawful EGA Elves) both attacked the East-Mark Eored (Verra worshipping CSA Humans) but both attacks were repulsed with heavy losses for the attackers. Still later the Slap Happy Ogres (verra worshipping CSA Ogres) defeated the Vergeltungswaffen Elves.

Battles are growing in frequency outside the Human city of Narga Thum in Eastern Panagea. Recently: The Primal Surfing Dudes (Chaotic Kodan Raman Goblins) mauled the Sabers of Salvation (Lawful NCA Humans). Thunder Clash (Chaotic Diner's Club Humans) crushed the Sabers (Lawful NCA Humans). Anubis' Lot (Chaotic Gnolls) defeated the Queen's Grenadiers (Lawful LOL Elves) in a brutal engagement, the Bone Breakers (Chaotic Kodan Raman Orcs) defeated the Suomi (Lawful EGA Humans) and finally the Gadianon Robbers (Chaotic Orcs) easily defeated the Hiss'Tora (Neutral Lizara). City Leader Garland Embellish is said to be outraged by all the combat and has begun banning armies from trade and offering significant bounties for punitive attacks on the worst offenders.

CTF 2187

Game #82: Turn #10 saw Side #1 moving into the lead for the first time and winning the game! Side #1, though victorious, had two of their three Bots battered down to less than 10 engines — one of which had its weapons shut down due to excessive Heat. It was a close game and had Side #4 not suffered the game's only Bot casualty they might have garnered the laurels of victory. The best Bot Victory Rating was 5.92!

Game #87: Turn #5 saw Side #1, for the first time, launching massive attacks on Command Post #2. This massive scoring drive allowed Side #1 to take a commanding lead. Side #2 still has time to recover but seem poorly deployed to do so. Accumulated damage has begun to take its toll and we may begin to see some casualties over the next turn or so. The best Bot Victory Rating is 1.81.

Game #89: Turn #6 saw Side #1, despite having suffered the game's only Bot casualty, continue to expand their seemingly insurmountable lead. This turn saw the remnants of Side #1 battling for their lives near the ruins of CP #2 and the bulk of Side #3 taking a terrible pounding as they find themselves caught between five Bots of Sides #2 and #4. Next turn is likely to see at least one additional Bot casualty.

ANARCHY BY MAIL

Galactic Anarchy

The last two playtest games of Galactic Anarchy are winding down. In game 39, a three player alliance has taken firm control of the Galactic Center worlds and is already making exploratory raids into neighboring

systems. In other areas, a raider player is close to overrunning an unthreatening merchant. [This is the same raider player who, in a previous game found out to late that a player claiming to be a merchant was actually a drone.] In the area once controlled by the computer, several players have almost completely destroyed all of the fleets and captured all of the computers original worlds.

In game 40, we tried a three player game with a couple of long-time playtesters and one computer opponent. GUIDO, [one of the player's names] was able to capture the Galactic Center by turn eight even before his opponent, YDNIC, was able to find an access system. YDNIC decided not to try and dislodge GUIDO out of the Galactic Center but launched an all out attack against the computer opponent instead. The outcome of this attack is still in question, can YDNIC's attack against the computer succeed before the awesome production of the Galactic Center allows GUIDO to overrun YDNIC.

Our first public game of Galactic Anarchy will probably have started around the middle or the end of March. We hope to have begun several other games by the time this is printed. Hope to hear from you.

ANDON GAMES

Kings & Things*

Life in Kadab is good, or at least *THINGS* aren't bad. Since our last report we have started games 29 and 30, and games 15 and 21 have ended. Game 17 should be wrapped up by the next issue.

Kadab 15 won by the alliance of Troy Medler and Alan Heise. Troy was playing the kingdom of Ghaog II, while

Now that you've got the power, can you handle a . . . ?

The World at Large

You will be one of 20 players, each in control of a *major power* in this present-day setting. The rest of the world includes 100 autonomous minor nations some of which might be cajoled into joining your Sphere of Influence. **Political character, economics, and military capability** distinguish each nation. Character affects nations' reactions to all types of pressures. It includes elements like 'aggression', 'worker participation', 'freedom of information', and more. Economic components produce and compete for commodities **automatically or with your guidance (you choose)** to ensure prosperity.

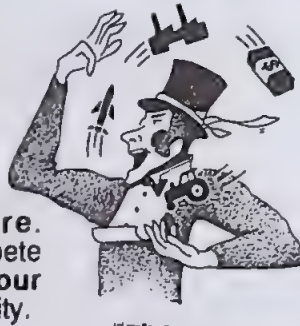
Diplomacy

The names and addresses of all players are made common knowledge. From the start you can discuss options, make alliances, share info, weave plots, etc.

Play - By - Mail at its best!

- Non-repetitive (+fun to read) text
- 2 week turn-around
- Cost per turn \$4.50
- Rules (required) \$4.00
- Startup pack (rules +2 turns) .. \$11.00

SIRIUS COMMAND



The Grease Pit

The standard of living of nations under your control provides the **influence** you must use to get things done. With this **power** you can reach out and shape your nations' (and the worlds') future!

Military Entanglements

If war erupts, you (and your allies) can engage the enemy in **missile/anti-missile duels** and **conventional forces combat!** Military might is affected by readiness ratings, tech level, and tactical choices. Battles are fast and furious. World news will provide a glimpse of the action to bystanders. Combatants receive detailed reports.

Covert Activities

Your spies . . . totally dedicated and utterly ruthless. Release them on the world to gather information, create rebellion, and play "dirty tricks".

It's all in the Legs

This is a game of power exploitation. In it you will find many avenues to exercise the powers that be. A race to a set victory point total is the ultimate goal.

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Alan Heise was the fearless leader of the Knights of Kadab. The game finished on turn 24.

A tag team of terrain lords was the winning combination in Kadab 21. The Desert King, played by Carol Lufburrow, and the Swamp King, played by Tom Becker, finished off all opposition in 32 turns.

Supremacy

Reports from the battlefield indicated that Game 11 has ended on turn 32, with two players still fighting for control. After much analysis of the data, the winner is General Jim Carson of South Africa. The British Isles fielded the second place finisher. General Stewart Frazier. The final point breakdown went as follows:

	S Africa	B Isles
Econ	46.997	29.642
Poli	6	10
Mili	123	98
Total	175.997	137.642

Supremacy Game 16 was wrapped up swiftly by General Michael Miller. General Miller accumulated 143,453 points (Econ:34,453; Poli:6, Mil:103) in only 25 turns. Congratulations, General Miller!

Gameplan

GPA1 Week 2

AFC-E	W	L	T	FORAGN
Dolphins	2	0	0	51 17 Trafion
Patriots	2	0	0	56 30 Heise
Colts	0	2	0	17 40
Jets	0	2	0	17 55

AFC-C	W	L	T	FORAGN
Browns	1	0	1	41 30 Neptune
Oilers	1	1	0	39 34 Mowka
Steelers	1	1	0	17 18
Bengals	0	2	0	12 30

AFC-W	W	L	T	FORAGN
Raiders	2	0	0	36 6 Oates
Broncos	1	1	0	12 19 Wilkerson
Chargers	1	1	0	39 52
Chiefs	0	1	1	27 33

NFC-E	W	L	T	FORAGN
Cowboys	1	1	0	34 20 VDGraaf
Eagles	1	1	0	19 20 Maurice
Giants	1	1	0	39 50
Redskins	0	2	0	36 55

NFC-C	W	L	T	FORAGN
Vikings	1	1	0	61 39 Musil
Packers	1	1	0	27 26 Phillips
Bears	1	1	0	26 26
Lions	1	1	0	37 64

NFC-W	W	L	T	FORAGN
49ers	2	0	0	62 17 Bjorksten
Saints	2	0	0	61 27 Simpson
Rams	1	1	0	35 45
Falcons	0	2	0	28 76



GPI Week 11

AFC-E	W	L	T	FORAGN
Bills	8	3	0	281 231 Webber
Dolphins	6	5	0	237 157 Mikola
Colts	5	5	1	227 175
Jets	2	9	0	175 297

AFC-C	W	L	T	FORAGN
Steelers	5	5	1	219 240 Hasson
Bengals	4	7	0	258 290 Jones
Browns	3	8	0	243 264
Oilers	3	8	0	160 296

AFC-W	W	L	T	FORAGN
Broncos	9	1	1	263 151 Lufburrow
Raiders	8	2	1	257 172 Bowie
Chargers	4	7	0	196 233
Chiefs	4	7	0	192 303

NFC-E	W	L	T	FORAGN
Redskins	8	3	0	298 193 Jones
Cardinals	7	4	0	275 192 Becker
Giants	6	5	0	337 313
Eagles	0	11	0	147 368

NFC-C	W	L	T	FORAGN
Bears	7	4	0	239 157 Lippert
Lions	5	6	0	275 182 Paxton
Packers	5	6	0	172 219
Tampa Bay	1	10	0	161 325

NFC-W	W	L	T	FORAGN
Falcons	9	2	0	255 167 Oates
49ers	8	3	0	237 163 Medler
Saints	7	4	0	179 134
Rams	6	5	0	228 245

ARES GAMING

Swords of the Gods

We have started two games. The first is composed totally of troops in Desert Storm and the second turn is slowly trickling in from Saudi Arabia. In the second game, the players have just received their fifth turn and things are really heating up and a number of players have swords. We currently have 7 players ready for game 3. We look forward to hearing from you.

BATTLE MAGIC GAMING

Into Infinity

Epsilon News

Hell (of Gamma) destroyed a small PPJR colony. Australon & Tehuantepec joined forces to knock out a Sloegin type A colony.

Quilton & Mangar assaulted the Aragorn HW, and found heavy defenses there, all sides took heavy losses and the battle still rages.

Sloegin destroyed a small Quilton type M colony.

PPJR destroyed a small Quilton colony.

Hell attacked a large Aragorn type T colony and found it heavily defended with Solar Missiles. Hell took heavy losses, including their Starship, but captured the colony.

Australon conquered an Aragorn type S colony.

Quilton & Mangar retreated from the Aragorn HW, going elsewhere...

Australon attacked a small Starseeker colony, bringing them into the war here.

Death & Sorrow

FEATURES INCLUDE:

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- Civilian or Military Control Of All Of Your Provinces
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- Ten to Fifteen Players
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- Two Week or Three Week Turnaround

100% Computer Moderated

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Turns ONLY \$2.50
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**ECKERT
GAMING
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Australon attacked the Sloegin HW but bounced off losing many Prigates and thousands of ground troops. Starseeker attacked and destroyed an Australon colony.

Zeta News

VAM attacked the Aquilan HW and captured it taking heavy losses.

VAM attacked and captured Aquilan type T, S, & A colonies.

Aquilan attacked and conquered 2 VAN type S colonies.

VAM attacked and conquered 5 Aquilan colonies.

Aquilan attacked and conquered 2 VAM colonies.

VAM attacked and destroyed a small Aquilan type M colony.

Eta News

The Zarathustra empire destroyed the Hibernia empire by destroying their last fleet.

There are new players for Empire 195, 196, 197 (see empire 305), & 199 in Eta.

Iota News

Plague Bearers blew away an Aereolus type T colony.

Aereolus attacked a Realm of Undead colony but bounced off it's defenses.

Fleets from Esorian & Akira clashed in a parsec where both own colonies, the battle here still rages.

Otto & Rivan attacked the Silver Dragon HSS. They blew away all parsec defenses, taking minor losses and went on to conquer all planets in the HSS.

Otto conquered Silver Dragon type T & A colonies.

Kappa News

Fleets from Barboskus Presidium, Public Enemy, Team Chaos and Armed Nihilists battled it out over an Armed Nihilists colony. The Barboskus Presidium fleet was destroyed in this battle, which still rages.

Barboskus Presidium attacked the HW and S colony in Kingdom of Borjom's HSS, he conquered the S colony while the battle on the HW still rages.

Phoenix Eye conquered an Armed Nihilists type S colony.

Armed Nihilists conquered Barboskus Presidium type S & A colonies.

Diplomatic Marauders conquered an APPLE type T colony.

Omicron News

Scorck attacked a Spartan Hegemony T colony, finally conquering it.

There is a new player for Empire 250, it has been renamed M.I.G.

Sapphire News - Crystal

An Ebulents fleet attacked a Men-In-Chains fleet, the battle still rages...

Men-In-Chains fleets warped in and destroyed an Ebulents fleet as fighting continued in an outlying system.

Manifest Destiny attacked the Tuscarora HSS, blew away the system defenses and a mining fleet there and conquered 2 colonies. The attack on the HW bounced and this battle still rages.

Atlantrix

Obituaries

Drexathese (381) killed Tufnell (595) in a Death

Challenge on Block 272 to earn his 4th Star. The battle was won only after Drexathese received grievous wounds to his manhood.

Silverthorn (332) killed Kirtus (131) in a 2 round Death Challenge on Block 195. He earned his 2nd Star.

Rewa (217) killed Black Wolf (405) in a Death Challenge on Block 182. She earned her 2nd Star.

Jarl Ster (354) earned his 5th Star by killing Varnum (503) in a one round Death Challenge on Block 262. Witnesses to the fight say that Varnum didn't even know what hit him.

Anthalas (305) earned his 4th Star by killing Cicco (036) in an Arena Match. This former constable also graduated from Gladiator School.

Randall (323) earned his 2nd Star and graduated from Gladiator School by killing Aidlet (034) in an Arena match.

Other News

Jacob Swift (398) spotted a werewolf on Block 209. Anyone with further sightings on that block should contact the constables.

The recent Beach Party was a rousing success. There were over forty fighters in attendance, including the mayor. At the Beach Party, Buchanan married Julia (307) and Alec (115).

A werewolf was sighted on Block 137 by Darla (106) and Kul (446).

There was a malicious attack committed upon the Buchanan by muggers. His Holiness requests that anyone having information should contact the Mystic Good Temple.

Shann Athaar (427) and Hurligan Hurst (393) were victims of separate attacks by the same group. Anyone with information should contact the constables.

Brave Star (416) reported that he saw a werewolf in an alley on block 117.

Michael Storm (361) and Aurora (596) were married by Deer Sir (384) at the City Temple. Bevo (509), Ped Xing (390), and Vonda (164) witnessed the joyous event.

Monty Swiftfoot (438) is wanted by the constables concerning a pickpocketing incident on Block 208.

Dragon News

Buchanan (378) saw a Large Blue Dragon Land as he left the Beach Party.

Clark Kent (342) Killed a Medium Yellow Dragon on Block 48.

Lost Archipelagos News

Kira (365) recently ran into and killed an Ogre. Also, she destroyed several Skeletons while exploring a dungeon.

Obsessed (351), Scythe (382), Alamzer (385), Jarl Ster (354), and Silver (215) fought and killed some Zombies, Ogres and Ghouls while exploring a dungeon. All of OTL and Company have returned to Atlantrix.

BLUE PANTHER ENTERPRISES

Game 1 BOS Standings - Season 10

TEAM	VPs	WON	LOST	PCT
AL EAST				
5 Southern Lugnuts	38	106	56	0.654
6 RuxPins	14	99	63	0.611
1 Red October	5	94	68	0.580
4 Okie Candles	10	94	68	0.580
7 Night Hawks	12	93	69	0.574
2 DC Bombers	3	89	73	0.549
3 SI Supermen	9	76	86	0.469



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A GAME OF CONTEMPORARY
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In this game of military, economic, and political intrigue, you are the leader of a Region in today's world. As leader you will attempt to secure your Region's objectives in the ever-changing international arena utilizing a host of military and economic options. The game features:

* **ECONOMIC ACTIVITIES** which include nuclear power production, taxation, meeting urban needs, using cargo ships and fishing trawlers, making internal improvements, processing certain goods in industrial centers, establishing global trade and creating markets which add to the wealth of your Region.

* **POLITICAL DECISIONS** concerning U.N. resolutions, negotiating with Capitalist, Communist, and Non-aligned Regions, coping with terrorism, guerilla movements, or insurgents, forging alliances, and engaging in endless plots and schemes with or against other Regions to achieve your objectives.

* **MILITARY OPTIONS** such as creating Infantry, Mechanized Infantry, Armored units, Airborne, Airmobile Infantry, Artillery, Missiles, Tactical and Strategic Aircraft, Submarines, Aircraft Carriers, Major and Minor Surface Warships, Transports, Headquarters, Bases, Nuclear and Chemical Weapons, and using these units to engage in a wide variety of military operations as you pursue your Region's objectives.

* **NO TURN FEES** are paid since each player mails his monthly turns directly to all other players in the game. Inherent in the game is a unique self-policing system which provides for elected positions and enables the players themselves to perform the tasks normally handled by a moderator.

* **16 PLAYERS PER GAME** are assembled by us for each game. You will be provided with start-up instructions, the names, addresses, and Regions of the players in your game.

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AL WEST				
11	Blue Enchiladas	13	100	62 0.617
12	Tornadoes	24	94	68 0.580
10	Oregon Cascades	32	91	71 0.562
14	Wiess Wizards	15	68	94 0.420
8		0	47	115 0.290
13	Orion	2	43	119 0.265
9	Maneuverers	0	31	131 0.191

NL EAST				
17	The Old Jokes	28	105	57 0.648
18	The Longshot Louies	40	100	62 0.617
20	Concord Derilects	10	95	67 0.586
16	Jazz	14	93	69 0.574
15	Milwaukee Maulers	8	91	71 0.562
19	Joes	7	0	162 0.000

NL WEST				
21	Avenging Maniacs	24	97	65 0.599
25	Cavaliers	34	97	65 0.599
26	The Infringers	10	86	76 0.531
22	Mt. Vernon Cougars	9	72	90 0.444
23	St. Louis Spirits	8	65	97 0.401
24	LeoParDs	5	64	98 0.395

Game 2 BOS - Standings Turn 9

TEAM		VPs	WON	LOST	PCT
AL EAST					
3	Poconos Pinheads	16	98	64	0.605
4	The Dead Celebrities	13	92	70	0.568
5	Clinton Comets	16	89	73	0.549
1	Hookville Bluesox	7	83	79	0.512
2	Memphis Mass	13	74	88	0.457
6	Toronto Steamers	0	61	101	0.377
7		0	44	118	0.272

AL WEST				
10	Cucamonga Coconuts	40	108	54 0.667
11	Reno Rollers	6	94	68 0.580
12	California Gauchos	9	88	74 0.543
13	Record Breakers	1	83	79 0.512
8	Denver Thunder	15	82	80 0.506
9	Toonsters	4	79	83 0.488
14	Pasadena Opossum	1	50	112 0.309

NL EAST				
19	Oceanside Pirates	15	101	61 0.623
20	Longhorns	31	93	69 0.574
15	Oklahoma Naturals	5	84	78 0.519
17	Washington Posters	12	84	78 0.519
16	Georgia Rebels	10	82	80 0.506
18	Chicago Cubs	1	65	97 0.401

NL WEST				
25	Barton Creek Nine	9	83	79 0.512
21	Primetime	13	80	82 0.494
23	Waco Wabbits	22	79	83 0.488
24	Cubs	11	77	85 0.475
22	Cleveland Indians	8	73	89 0.451
26	New Jersey Mavericks	4	66	96 0.407

EARNSHAW ENTERPRISES

Conquest

Game #6: After a fierce series of battles during the end of this intense game, Illeum has triumphed! Congratulations to Wayne Peeler of McPhearson, Kansas on his victory! (A special mention should be made of James McDonough of Winterport, Maine who, as Nigel, gave Illeum a good run for his money.)

Game #7: This game has gotten underway with many of the players digging in an hoarding gold aside for the future. All of the players seem to be waiting for someone else to make the first strike. Zarland and Nigel have made a few attacks against their neighbors, but there has not yet been any large scale invasions. The way some of the players are saving their gold, several of them will be in a great position to invade within a few turns, however. With this mix of caution and probing attacks, this game should be an exciting one!

Game #8: Several of the positions for this game are already full and we hope to start it within the next few weeks.

Outer Reaches

Game #3, Turn 9: Most of the players in the middle of the map have met their neighbors, and a few alliances and truces have already been made. Even the empires along the edge of the map have met their neighbors, and tensions are rising, as evidenced by the sudden expansion of planetary defenses in every empire. Although there are plenty of undiscovered systems, most of the players seem intent on keeping what they have! This turn also saw the first battles as two ships and a colony belonging to an inactive position came under attack, resulting in the destruction of one of the ships and damage to the other and the colony. We expect the number of armed conflicts to increase over the next few turns, now that players have in their fleets the warships they need to mount offensive actions.

ECKERT GAMING GROUP

Death and Sorrow

No games have finished since last issue, so we print below the top DEATH & SORROW players, and their point totals:

	POINTS
Phil CHENEVERT	26
Mike HAMNER	24
Wayne AIKMAN	18
Oren WEBSTER	17
Robert BOST	16
Doug BRINDLEY	16
Scott JENKINS	16
Bruce BURDICK	15
Andre GOLD	15
Mark VanROOSEDAAL	15
Jeff WETSTONE	15
Joe HOLLAND	14
Matt CHENEVERT	13
Chris GORDE	13
William JOHNSON	13
Mike MAYEAU	13

Charles MERCER	13
Keith MONTEITH	13
William NEWLAND	13
Brad NOBLE	13
Steven SCHMIDT	13
Tony WEBB	13
Larry LUCUS	12

See our Gameline listing for how to sign up for DEATH & SORROW.

ENTERTAINMENT PLUS

Adventurer's Guild

(excerpt from the diary of Ramon "Tolstoy" the Small)
Thirty first Week of the Year of the Wolf
My spell is a success! I knew magic was in my blood. Graydawn seems quite impressed, though he has already

Trade & Conquest

is a 100% computer moderated Play By Mail game of interstellar economics and warfare. It features individually designed player races, space colonization and terraforming, space combat and planetary bombardment, a variety of items available for trading with other players, and ancient artifacts. Each turn mailing includes an individualized order sheet which allows any number of orders without an increased turn fee.

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helped me to improve the efficiency quite a bit. With practice I may be able to protect an adventuring part of half a dozen or so from multiple missile attacks. He's already asked my permission to share the Block Missiles spell with other interested adventurers. Of course I said "yes." No reason not share with my fellow adventurers.

I've been busy with this spell research though; didn't even get into the training battles this week. The battle winners were: Dark One, Ariel Daystar, Crazy Dwaef, Anvilhead, Hugo Jennsarim, and Delthor. Dark One seems to be invincible, or perhaps untouchable is a better description. That little goblin could show a few of the senior members a thing or two about dodging attacks, and he's quite good at the Blink spell should his dodge ever fail him. I can't help but wonder though if he'd fail to a combination of Daze spells and my swift punches. Or maybe the Vertigo spell to upset his sense of balance for the rest of the fight. Perhaps I should take him up on his boastful offer - a hundred gold crowns to the first person or team to defeat him in a challenge fight. Koss and Pallida tried and failed this week.

I think I'll wander the city a bit, take a break from the library. Perhaps I'll sit in the Three Coins Inn for a couple of hours and mingle. There may be some more rumors about this evil necromancer supposedly preparing to unleash his undead servants on the city. And anything I can learn about the fanatical Night Cult could be helpful. I've heard they have a stronghold on the Isle of Isurus. If Elirius can sneak away from his over-protective mother I'm sure he'd join Gimp and me on an adventure to Isurus.

[If you think you'd like to join Tolstoy in the Adventurer's Guild, see the Gameline section.]

FRAZIER GAMES

Trade & Conquest

In games #1 (the playtest game), the galaxy is slowly polarizing around two factions. The Gang of Five (made up of the CunsnuC, the Martians, the Dorian Holy State, the Velcro-Dacron Alliance and the Exchange) has managed to take an impressive lead in the Victory Point totals, having held three of the top five scores for the last seven turns. This faction is in danger of dissolving because the Martians have managed to conquer all of the planets of both the Noyt'm Pontyh and the Empire. In response to this, the CunsnuC have announced that they are now the Arms Merchants to the Stars, willing to trade Dreadnoughts for Consumer Goods with any and all parties.

The second, and more loosely organized, faction centers around the Brianiac, the Lokiki and the Kargon empires. Two of their members are currently in the top five scores, and the third holds the sixth place position. This faction is just now waking up and smelling the napalm, so look for them to switch to a wartime economy soon.

Among the unaligned are the Enverran Autarchy and the L'Chal-Dah, but this neutrality should vanish soon. In a galaxy torn by war, no one can afford to be neutral for long.

GAME SYSTEMS INC.

Earthwood - Original

Game 91 - Conquest of the Wood has finally been achieved by an alliance calling themselves merely "The

End" and comprising only three players. Our hats are off to the Gnomes, the Macendians, and the Wizard. May your rule be long and happy!

Game 207 - After more than a year, 3 players have finally conquered all of their enemies! The "Steel Alliance" now runs a heavy hand on all who live within the wood. Congratulations to the Conjuror, the Necromancer, and the Barbarian Warrior!

Earthwood - Sea Kings

Game 26 - A 5 member alliance comprising players #1,13,14,18, and 24 banded together to finally sweep the sea lanes clear of opposition. Congratulations are due to "The Missouri / Nevada Alliance"!

Game 31 - After 37 long turns the "Guardians of the Flame" have finally established themselves as undisputed rulers of the Wood. The new rulers comprised players #14,18,19,20, and 21. Well done!

Game 34 - In almost total opposition to the "Guardians" above which comprised almost all individual characters, "The Agents of Chaos" used only one individual character to ensure victory here. The winners were player # 2,3, and 22. All hail the victors and may your other victories be as bright!

Dawn Of The Ancients

Game 45 - In final battle, only one king emerged victorious - the Emperor of the Huns (player #12). In single handed conquest, he now holds the reins of the civilized world. Hail to the emperor!

Venom

Game 16 - In final combat, the 4 demigod/demigoddesses were Stratodancer (demigod of swank), Sycorax (demigoddess of pain), Nycadeamius (demigod of fate), and Zarrion (demigod of chaos). When the dust cleared, only Sycorax (player #4) stood as the true champion and sole survivor! All hail Sycorax, the blue eyed hag!

State Of War

Game 46 - The new confederacy fell to the Governor of Pennsylvania (player #18) who has single-handedly brought control to the country chaos. All pay homage to the new president!

Game 60 - The "Sun Belt Alliance" under the control of the Governor of Wyoming has taken charge in the war torn country. All pay homage to players #8, and #10 for a job well done!

Game 61 - Leading a coalition of four players (#1,3,19,20), the Governor of New Mexico (player #19) has raised the new flag over a country at peace. Well done and may your new victories be as sweet!

HCS GAMES


Glory

Colonel Lyon has had a successful attack against Jackson, Tennessee. He was unable to capture the city of Memphis, Tennessee. Both attacks were against the forces of Colonel Hill. Colonel Lyon has been named as the overall commander of Union Forces in Game I of GLORY. The confederate forces have named Colonel Gordon as their overall commander. Colonel Gordon has placed several of the border states under Confederate martial law.

INNER DIMENSION GAMES

Sirius Command, Game #3, turns 3 - 6

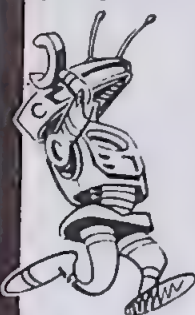
Worldwide ebb and flow of commodities has remained fairly constant due to some heavy buildups of capaci-



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ty by several players. As a result, while the arms race continues at a mild pace and standards of living are being pushed up to maximize victory point awards, the world is able to remain flush with commodities. Their was one notable exception. Their is now been several turns of a shortage of agricultural products. Methinks dissident voices will soon be raised.

In the world of diplomacy, turn 7 saw Dillond jump into control of 10 minor nations. Subsequently however, Dillonds passivity was evident as other players stretched their diplomatic muscle to pick up, on average, 7 additional nations.

With the conspicuous absence of any existing wars, Jordi is most notable for its regular maneuver of Tacforces between home nation and neutral battle zones. Potential enemies will have to keep good notes to psych-out tht military.

Also in the World News: Breaux Bridge maintained tight control of the player-absent nation Anadier by stuffing \$20,000 into their leaders bank account; the first report came in of a players home nation wealth going into the RED (no sweat, just keep printing the money...and keep an eye on the dissidents!); the loyal opposition made its presence known by diluting Solstrikes attempt to increase research production, reducing Fredonias increase in non-strategic resource reserves, spiking Freemonias buildup of Tacforces, and INCREASING Fredonias agricultural wage increase; TL alert! 2 players have level 2 anti-missile technology.



MICRO SOFTWARE DESIGN

Andromeda Cluster

Game 7 is processing turn 13 and nearing the end. Business leader UTS is dominating the economic side of the game with enough cash to buy off most of the pirates and send them after competitors. Lukewarm Fusion continues his quiet climb after first place. Third place Federated Shipping has taken a real pounding since he has refused to pay 'protection' to Judge Dread and is subject to sniping from unaligned criminals. Judge Dread is dominating the visible criminal actions even to the point of claiming a system as his base, but at least two others that appear to be business companies are moving large amount of illegal materials on the black market and appear to be in the running as criminal leader. Water Closet Enterprises, who until recently was destroying 2-3 ships a turn in space battles has now missed 2 turns, much to the relief of the business companies.

MINDGATE

Stars of the Dark Well

DR SHADOW HAWK DESTROYED IN LORAM SYSTEM

AI/C SHILONK (Loram System)-The DR Shadow Hawk was attacked and destroyed in this system's jump range last month. The 30,000 ton AI Yorktown attacked the 1,550 ton Dominion Ranger vessel on day 2 of 08-150 with beams and neutron missiles.

During the first round of combat, the Shadow Hawk

managed to shoot down all of the incoming missiles, but took heavy damage to her aft section, knocking out a number of her defensive beams. Return fire from the Shadow Hawk failed to hit the Yorktown.

The second combat round saw 3 of the Yorktown's neutron missiles evade the Ranger ship's diminished point defense fire and impact on the Shadow Hawk's aft section, detonating into a nuclear fireball which completely destroyed the ship. Once again, return fire from the Shadow Hawk failed to stike the Yorktown.

RECEPTION AT DG/C HOMEWARD LEAP TO CELEBRATE TIES WITH DELTA GROUP

DG/C HOMEWARD LEAP (Loram System) [Independent Reporter]-There was a gala reception held at Homeward Leap to celebrate the city, and all associated holdings, joining the venerable and venerated Corporation - Delta Group. Many of the significant citizens of the old Second Dominion were on hand for the celebration. One could pick out ex-senators and justices along with notable captains of the Frontier Guard and the Rangers, all vying for seats at the head table. One poignant point was the empty chair that was set, at the insistence of Donald Trump, for the deceased Yuri Gestalt, one time Speaker of the Dominion Council. It is said around Homeward Leap that Trump has not recovered from the death of his friend and the collapse of the Dominion.

It was not expected that Trump would show at the celebration. He has for some time ruled from behind closed doors. The crowd was thrilled then, when Trump appeared in the midst of the crowd and welcomed each of his guests. He then went to the head table and gave a short speech commemorating his new association with

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Delta Group. When asked what his intentions are for the future of homeward Leap, Trump responded by saying that he intends to continue to chart a course of research and peaceful commerce, "We are friends to all."

THE WAR IN VITUS MONTH II

RT/C BUENOS AIRES (Vitus System)-Last month saw major defeats for Alpha Matrix and Urr Consulate forces maintaining their siege on the planet of Warners Keel.

The 30,000 ton AI Maelstrom was destroyed when it made a day 0 attack against the 1,000 ton NA Truth Bringer in orbit around the planet. Heavy rider forces and beam batteries stationed at Rikel Trader settlements on the nearby moon Flag intervened on the Truth Bringer's behalf. The Maelstrom was knocked out of action during the first combat round when over 6,000 particle beams and 1,000 riders shredded her amidships sections. Many of the riders from RT/E Lightsaber and RT/E Trinidad were hit by defensive fire, but none of the heavy X100 Assault Riders were destroyed.

The Maelstrom managed to hold together through 5 complete rounds before finally blowing up. The RT forces suffered no casualties.

SCHUBEL & SON INC.

Global Supremacy

Game 27 has ended after four years! The top four players are: E.L. Bourgeois playing Burma, Richard K. Speidel playing Philippines, Ed Bourges playing South Korea and Brenda A. Bourgeois playing Taiwan. Con-

gratulations! It was a great game.

Game 31 - The DPA is fighting back viciously after the attacks by the CSA, Rhine Alliance and WPF. Nuclear weapons are being used and destruction is heavy.

Game 32 - A new alliance has formed named Project Vanguard. It is made up mostly of Middle Eastern countries. Namibia and Zambia have also formed an alliance with many other African countries called Greater African Unity. Sardinia and Corsica continue to capture countries with Sicily being a recent conquest. The Phoenix Foundation is keeping peace in the Far East. Norway and the Scandinavian Society have won their long battle against Finland. The American-Caribbean Treaty Alliance is carving up North and South America between its members. Argentina has won the trophy for Best Trained Air Force!

SINBAD'S GAMES

Coupdetat Game #4

Turns 15 and 16 saw unexpected events changing the course of the conflicts and a great increase in inter-player "diplomacy" in the World News. Some of the largest battles consisted of air strikes, which are not included in the battle reports and whose existence and results are known only by the participants. Ghengis Khan of ZANNDAR chose the World News to trumpet the victories of his airforce over the fleets of CORDOVA. A new leader appeared in NEWBURY, the Grand Puba, and launched a verbal assault that was matched by the ferocity of his paratroops as they dropped in on VERACRUZ.

On the Eastern map, KEMPTON first failed in attacks on the last two PIEDMONT cities, then captured the port city of Reese and got a toehold on an offshore island. The COLOGNE-HELENA-LISBON alliance has been consolidating their gains and their movements have not been publicized.

The Center map has seen considerable action with seven active players engaged in close combat. NEWBURY, under new management, threw a massive paratroop assault at two VERACRUZ cities and took the one furthest from NEWBURY's border. On the same turn, he occupied the two Neutral Zones between the two countries. VERACRUZ, already in an airwar with FENWICH, swung around and retook the city on Turn 16 as well as repelling a followup attack on Doba that staged out of the Neutral Zones.

TASMALL used Turn 15 to invade ALEXANDER and take the town of Desha. ALEXANDER retook Desha on Turn 16 and also dropped paratroops on Dayton, the capitol of TASMALL.

Interestingly, ALEXANDER moved before TASMALL on that turn and his paratroop force was not quite strong enough to take the city. If TASMALL had moved first, he would have moved enough troops out of the city that it would have fallen to the paratroops. VERACRUZ had already experience the other side of the coin; the successful attack of NEWBURY on Gates in Turn 15 would have failed if VERACRUZ had been moving after NEWBURY that turn. The order of player moves is more important in this game than in most others and the best players take it into account.

TASMALL, on Turn 16, attacked NICOBAR's capital of Kiana but failed to take it. FENWICH attacked Kiana on the same turn and managed to take the city, but was disappointed when NICOBAR's airforce was able to escape to the last NICOBARian city.

OLKMONT has been patiently waiting and watching for his opportunity. It should come soon, but who will he aim at?

On the Western map, CORDOVA was forced off the Northern landmass by ZANNDAR. The only city on the land mass not controlled by the ZANNDAR-ELKMONT-CARTAGE alliance is the capital of TANANA. Most of the other action has been airstrikes against CORDOVA's navy and a great deal of press activity.

WARLORD STRATEGIC GAMING

Rules of Engagement playtest #1

As campaign time begins, we find the world on the edge of their seats watching the dramatic confrontation between the Monarchy of Anarchy on one side and the Two Neutrals on the other. Missiles and bombers stand poised to wreak hideous destruction on each others cities should negotiations fail. Given the treats which have been thrown back and forth, conflict appears likely.

On the north-western continent, we find the Republics of Kamphistan, Kriegspiel and Siberian Republic tidying up to the loose ends of a continent wide defense pack. This will no doubt make them a major factor in the future. So as fleets from six nations enter the bay around the Monarchy of Anarchy, waiting to begin what has been termed the "feeding frenzy" on the remnants of a destroyed nation, we bid you farewell from the first campaign.

Rules of Engagement playtest #2

As the setup phase begins, a line up change has brought us a distinctly German flavour. As a new player from Germany has taken the reigns of Nation #7 now to be known as the Democratic Republic Freedonia. The Akanian Empire is working on various surprises for their opponents. Waldemar has open negotiations with Pandemonium and Gazungaria, as the Neutrals yet again show their immediate solidarity and value of their friendship.

Having our Neutrals as independent, equally powerful and non-belligerent (and boy what personalities) has met with great approval from the players in the campaign. The future looks bright for invigorating battles to come as soon the conventional powers of campaign #2 will begin to test their wits and battle prowess over the non-nuclear world they have chosen. With the campaign wheels beginning to turn, we bid you adieu from campaign #2.

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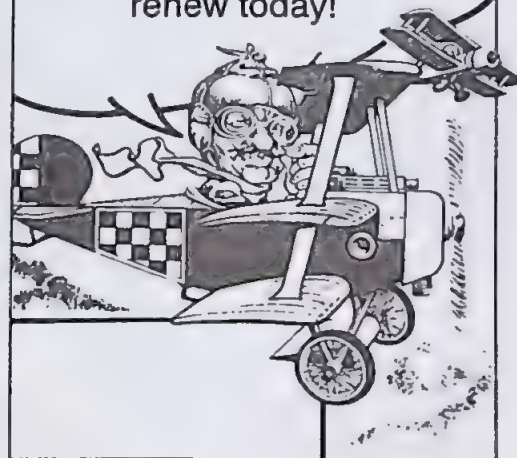
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THE SUICIDE KING

By Vaughn Heppner

Razorclaw the Lionman Assassin leaned back in his chair so it creaked and dared to sneer at the person responsible for his father's death: Clan-King Torbane. "Excuse my interest, but how does it feel to have fled enemy hosts that you had so hoped to fleece?"

Lurching up from his chair, Torbane's claws snicked in and out as he glared at the seated assassin. There was little physical difference between them, and even littler liking. Both topped seven feet by an inch, had thick muscles, even thicker manes and were known as cunning foes. Torbane wore a steel breastplate and now grasped his belted greatsword, visibility at war with his violent emotions. His powerful fingers clenched a leather-wrapped hilt, while two heavy gold rings reflected firelight. "Guard your speech, assassin!" he finally roared. The guards in the room flinched, well knowing their King's rages.

Lazily Razorclaw sipped white wine from a heavy silver chalice even though he carefully watched both Torbane and the guards. He had a streak of white at the bottom of his golden mane, and unlike all other lionmen who had brown eyes, his were green. Fine red silk clad his torso, while a massive and magical war-axe rested against his chair. "Why don't you sit, Clan-King. Save your rage for those who care. Think rather, if you must, how Ulan Talonstorm of Tosgard would delight in our killing of each other."

Torbane grunted, his eyes still narrowly slit.

Razorclaw grinned as he sipped more wine. He delighted bearding Torbane in his own castle. "Perhaps you should tell me why you requested my, ah, special skills, especially considering how we feel about each other."

Torbane rubbed his face and eased the deep hate-lines from his brow. A quick nod sent the guards filing and clanking from the room. The Clan-King stepped beside a large sand table and motioned for the assassin to do likewise. Razorclaw drained the chalice and swaggered up to the table.

Torbane said, "You lack the feral grace of the other assassins that I've seen. Rather you stride like a proud warrior. How is it that you can successfully sulk into another's realm and castle?"

Razorclaw sneered and snorted for an answer, then glanced at the table. "Perhaps you can explain to me this pile of wood shavings and sand."

Torbane reddened and clenched his fist, but said, "Simple enough. Here is castle Blackmist." He touched a small, squat, black castle hidden among toy pines carefully manufactured by craftsmen from faraway Avalon. "The castle is the most southwest fortress of my Realm."

"What's this?" Razorclaw asked, pointing to a road of red sand that began at castle Blackmist and

ran into the Dragon Crown Mountains, then suddenly stopped.

Torbane stood proud. "That, assassin, is my secret scheme. Consider, I control most of the forests west and north of Tosgard. To strike now and expand down into the main body of the Ewythmark Woodlands would be mad folly. The army that your father helped me build is not yet ready for that. Yet I need the mithril weapons." Torbane pointed to a finger of forest that jutted between the Dragon Crown and Dorban Mountains. "If lionmen are to face the more civilized races, we need the best weapons to match theirs. Also, my strategy is a test. If it is successful, I'll do the same in the Dragon Crags and assault the Elarion Forest, adding it to my kingdom."

"Very windily said, Clan-King. But even assassins know the difficulty of marching armies through mountains. You freely risk lives, as is your wont."

Torbane smiled wide and exposed all his sharp teeth instead of becoming outraged. "In part you are correct. But I have developed a way to use mountainous terrain to my advantage."

Razorclaw cocked his head.

"A druid of vast powers has entered my service. He has been busy in creating a magical route through the mountains." Torbane laughed. "The castles and towns beside the mountains think themselves safe from large-scale warfare. My surprise will therefore be all the more total as I quickly roar troops along my magical roads."

"Novel." Razorclaw was impressed in spite of his dislike for the King. "It might work."

Torbane nodded his acceptance of the compliment.

"The plan is as novel as your use of humans and trolls in your lionman armies, Clan-King. Hm." Razorclaw stroked his mane. Time now for shrewdness and cunning. "Perhaps we are more alike than we know. Both of us break the bounds of custom to better achieve our goals. What do you ask of me?"

Torbane rapped the table sharply with his knuckles. "A Newcromancer has surprised me. Unwittingly I built my magical road over his underground castle. Ghoulish warriors night-attacked my first host of advancing troops. The Necromancer is also an uncommonly good general. The defeat has lowered troop morale and sent a shock throughout my Realm. I need an ace card to face him again. That ace card is you, Razorclaw."

"Me?"

"Yes. Consider: what better way to win a battle than to slay the opposing general before hostilities begin?"

"This is your grand scheme?" Razorclaw snorted in disbelief. "Very good indeed. Suppose it is you who must slip into an undead and underground camp. How would you do it?"

Torbane sneered. "I don't expect you to tell me how to run my battles, neither do I pressure to tell you how to slay your targeted victims."

Razorclaw stroked his mane again. Finally he asked most softly. "Why do you think I'll help you?"

Torbane gazed steadily into Razorclaw's eyes, keeping his face friendly and honest seeming. "We would lay the past behind us. Why pay me in hatred for a summer-night's folly? Hatred only breeds more hatred. Do this task and ten complete sets of mithril weapons and armor await your guards back at your father's castle. You own him a strong citadel. It would be what he'd want. I'll also give you all the Mandrake and Nightshade that you can carry, plus four healing potions and gold enough to stagger three pack-mules." Torbane held himself rigid, almost seeming to hold his breath.

"A beginning....I suppose. Why me?"

"I tried two others; they died. I've heard of your reputation."

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Razorclaw snorted. "You think to send me to my death. Very clever." He frowned, and finally said. "I want more."

The Clan-King smacked his hands together, grunted and tried to hide the tiny smile playing on his lips. "Very well. If you succeed I will give you a captaincy in my growing kingdom, a letter of recommendation and the use of a crack cavalry troop to clear the bandits from your own territories."

Razorclaw tapped his teeth. "I'm to be your ace card, you say?"

"Exactly." Torbane stared into the assassin's green eyes.

A slow, hard smile grew on Razorclaw's face. "Very well, I'll do it."

Torbane sighed and grinned. "Care to tell me how?"

"Yes, I care indeed. I know you think that I travel to my death, so you wonder deeply at my methods. Wonder well then, Clan-King, before you think to cheat me of my fee. Good night to you, sire."

"Good night to you, assassin. May we meet again on this side of the great veil of Om."

"Count on it."

Razorclaw fingered a leather packet while leaning against a large boulder and studying the ghoulish sentry only fifty yards away. Above shone a full moon. Finding the underground castle had been simplicity itself, with the help of Torbane's Seer

and Ranger guides. In many ways Torbane was a shrewd leader. He used trolls, human barbarians, wizards and his own lionmen troops to stab for his vast ambitions. Now he employed as assassin. The nearby assault army, composed of human barbarians and lionmen berserks, waited two miles behind. Already Razorclaw had counted three ghoulish scouts racing into the underground castle.

Torbane's Head Seer had also located the Necromancer, safely tucked away in the fortress.

It was time to ready himself for the deed. He'd sent away his sole companion: Keft-cub. A lionman druid, Keft-cub had blessed him many times so his limbs now ached with great power. Drained of magical strength, Keft-cub now waited with Torbane's army.

Razorclaw said a brief prayer to Om, asking the war god to guide his axe-strokes, then began to unwrap the leather package. So he lifted a clump of waxy substance and began rubbing belladonna over the twin blades of his massive battle-axe. Belladonna was the most deadly poison known to the assassin's guild. Once done, Razorclaw said another litany to Om, then practiced a special spell. When the spell was completed, he stood and strode openly towards the sentry. With contemptuous ease he moved past the ghoulish human and down a short corridor. Razorclaw was invisible; he was an Illusion Master.

It almost made him chuckle as he recalled the years of intense study that most assassins used to sneak quickly and carefully. Early in his life he decided to use easier methods. Hence his delving into magic.

"The vain lionman attacks again," a dry, rattly voice said.

Razorclaw strolled past a pale ghoulish scout holding a crossbow, talking to a larger ghoulish human with black chainmail and a sword.

"Our army stirs," the chainmail-clad ghoulish said. "Soon the Necromancer will lead us into war and our ranks will grow once again."

"Praise the Necromancer's name," the scout rattled.

"Praise his name," spoke the captain.

Razorclaw kept going. He moved past three more guard stations, worked his way through a squad of pike-ghouls, pushing one to the ground to open his way, and blanched when he saw ten

lionmen ghouls. The first lionman ghoulish had a cruel gash across his face, marring his face forever. The Necromancer must have raised them after the last battle. Here was an enemy to fear. Torbane must expect him to die in the tunnels.

Razorclaw stopped and hid behind a pile of stinking garbage, watching the ghoulish lionmen head up the tunnel. Perhaps he should sneak back out while he had the chance. Surely a Necromancer would have magical defenses. His thoughts wandered to Om, his patron god, and he whispered several litanies. *Axes and Spears rule through use. Swing your axe if you tremble, and watch your fears melt away as quickly as your foe's blood. His belief in Om drove away his fright. In the afterlife Om dealt savagely with cowards.*

He rose and strode briskly down the corridor. After a time he came to a ten-foot statue of a minotaur holding his arms aloft with a spear in his tight grasp. A tall, dour man with a narrow face and long nose pinned a blood-red cloak to his shoulders. At his side hung a blasting rod. Three, sharp-eyed guards with loaded crossbows stood in a triangle around him. Columns of ghoulish men with spears marched up the corridor.

"There have been no signs of assassins, your Excellency," one of the guards said.

The tall man grunted, twisting a blue-colored ring on his middle finger of his left hand. "The Lionman King is a stubborn one," he rasped. "I'll grant him that. This time I've magic to blast his soul into the Netherworld."

Razorclaw eyed the wand at the Necromancer's side. At the end was a wet-looking black stone. He stepped closer and hefted his axe for balance. He towered invisibly over the human guards.

The leftmost human's nose twitched. "I smell a Lionman!"

Instantly Razorclaw leaped near. As the guards glanced wildly around and the Necromancer tried to keep his body between all three guards and the outside, Razorclaw knocked the nose-twitching guard to the ground. The guard hit his head and his crossbow snapped. The bolt went flying. Razorclaw's shoulder muscles bunched tight and his arms exploded with power. His axe hissed in an arc, caught the Necromancer cleanly on the neck, parted through, and bloodily smashed into the second guard. A jet of blood pumped out

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the necromancer's body while Razorclaw cut down the last guard.

Panting heavily, he reached down, laid a playing card on the headless body and snatched up the blasting wand. Ghouls had stopped and gazed stupidly at their master. One finally came near. He bent low and scooped up the playing card. It was the King of Hearts, the Suicide King. Razorclaw grinned, nodded and strode past the gathering throng while his heart raced. It was time to see if Torbane would live up to his bargain.

The battle was nearing completion. Without their leader the ghouls had been outgeneraled on every front. Torbane roared orders and shook his massive spear in a signal. The last phalanx of pike-armed ghouls fell to the reaving berserks.

Smearing his bloodstained arm across his brow, Torbane accepted a goblet of wine and drained it in a gulp. Wine dribbled down his mane. He crushed the goblet and threw it at a corpse.

A bald man in a white gown and with thick red lips strode up.

"What is it, Seer?" Torbane roared. "I thought I sent you back to Blackmist."

"The assassin still lives. I came to tell you."

Indeed." Torbane put on his horned helmet. "Do you have any idea how he was able to slip in and out of the enemy castle?"

"Yes."

"Ah, good."

"Will you pay him, Sire?"

Torbane laughed cruelly. "Perhaps with cold steel, Seer." The Clan-King slapped his thick, armored leg. "But maybe I could use his skills again.

If only he didn't hate me so."

The Seer nodded sharply. "How did his father really die, Sire?"

"What?" Torbane roared. "You dare to ask me that? Impertinence!" The lionmen nearby tightened the grips on their swords.

"Consider well, Torbane," the Seer said quietly. He held a playing card.

"What's that?" Torbane asked.

"First tell me how the assassin's father died."

Torbane squinted hard. Finally he said, "You're not the Seer."

"No."

Torbane nodded. "An Illusion Master. Clever indeed. I think I understand." He nodded again. "Your father and I were quite drunk one night and had an argument. To settle the argument we grabbed staffs and fought. Unfortunately, I caved in your father's thick skull. As you know, I looked after your mother and kept up your father's castle." he stared hard at Razorclaw. "What will you do?"

"Did you think that I would die in the underground castle?"

Torbane paused, then nodded. "But I would rather have you live, assassin. Look at what we can do as a team. Will you join me?"

Razorclaw remained silent.

"What's in your hand?"

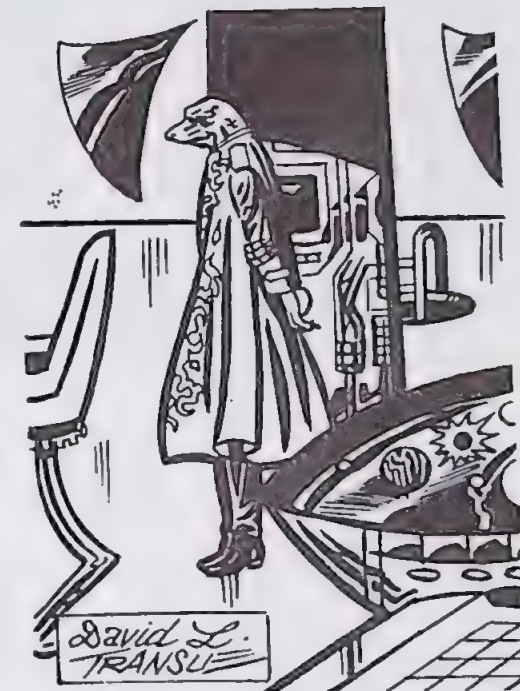
Razorclaw flipped over the Suicide King. "It is my emblem."

"As mine are the twin lightning bolts on a field of black. Come, decide quickly or let us fight it out."

"Very well, the Suicide King joins your force.

And may the humans to the South beware our combined might."

Torbane grinned greedily. "Come, let's go see what treasures we can find in the Necromancer's Lair." Truly together for the first time, uncle and nephew strode across the victorious battleground like the conquering lionmen they were.



BACK ISSUES

Back issues of Paper Mayhem are still available. Below are issues that are still available, listed with the reviews that they contain. For each order for back issues, include \$1.25 for postage and handling. For 2 or more issues requested an additional .70 per extra issue is to be added after the initial \$1.25. All back issues are first come, first serve, so give alternative choices.

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RESULTS OF CHALLENGE #1

by S.S. Crompton

Here are the answers to the seek & find challenge. These are all the PBM logos, names & other symbols scattered on last issues cover. Moving from top to bottom:

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Total number of items - 45.

That's all of them! How many did you find & identify?



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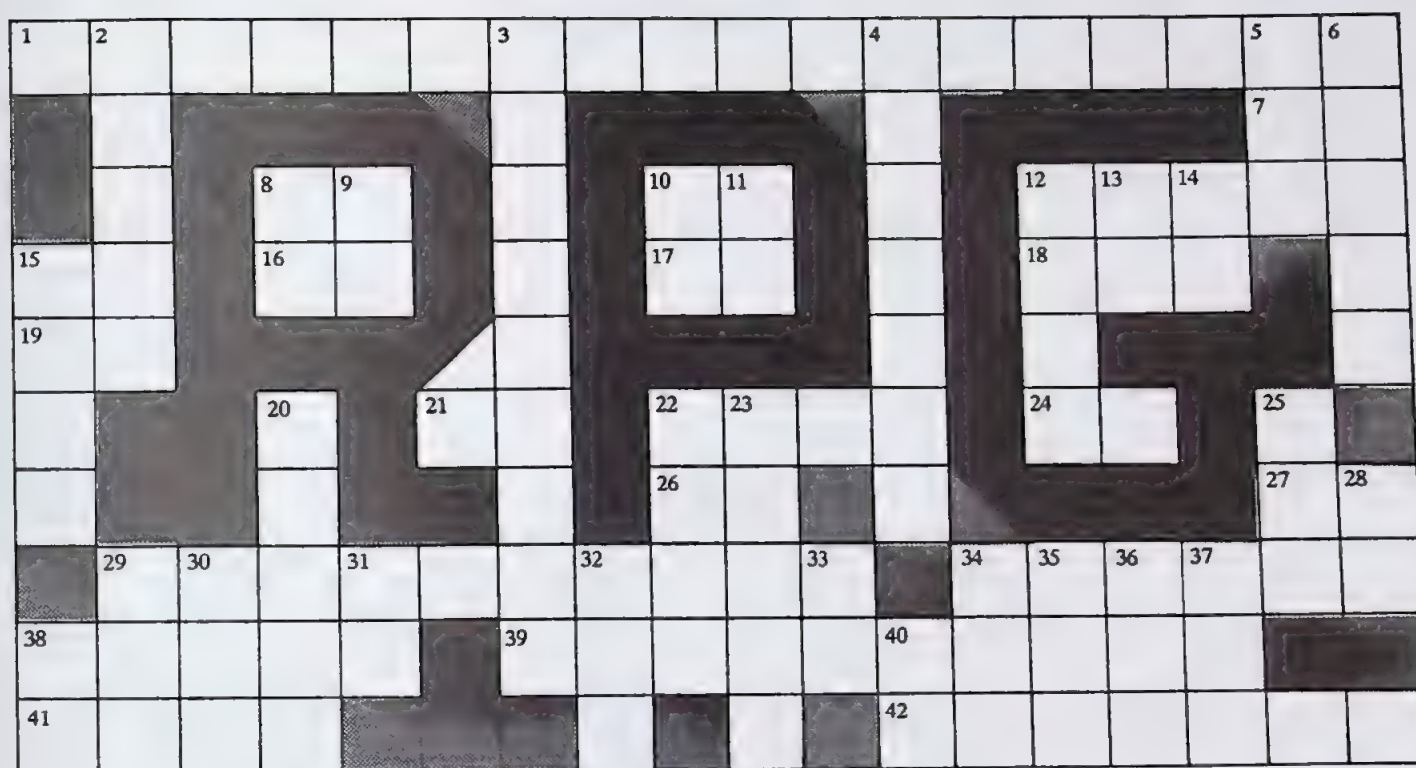
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Here's a chance to test your Role-playing knowledge. Can you solve this crossword with the clues provided? Good luck, and remember if you get stuck, try to solve the number your stuck on by solving the numbers which intersect it.

ACROSS

1. The first Role-playing game. (three words)
7. Short for Out of Print. (abr.)
8. The controller of your adventures. (abr.)
10. Chemistry. Letters for Arsenic.
12. FGU's RPG, Space _____
15. Refers to a group.
16. Two Chromosomes.
17. Grimtooth's first book. (abr.)
18. Huge mythical bird.
19. Army regulations. (abr.)
21. German yes.
22. The good guy.
24. Leia's RPG. (abr.)
26. No longer one.
27. Runners chase this attribute. (abr.)
29. Sci-Fi game of armored combat.
34. His first name is like a dollar.
38. RPG that sounds like you just ate.
39. One of Iron Crown's RPGs.
41. Short for statistic.
42. Your average adventurer gets paid these.

DOWN

2. Most caves in relation to ground.
3. Character run by the DM. (abr.)
4. FRPG players are often in one of these.
5. Neither's corollary.
6. GDWs' 1889 game.
8. Juggler's favorite attribute. (abr.)
9. Possessive pronoun.
10. Gymnasts have lots of this. (abr.)
11. Important attribute for fighters. (abr.)
12. Heavies from Middle-Earth, AD&D, and T&T.
13. 418 mile long Italian river.
14. Horror comic company of the 1950s.
15. Car and Star games have this.
20. M. A. R. Barker's RPG. (abr.)
22. A backstabber, untrustworthy.
23. To do very well.
25. A very big game company.
28. In addition to; by the way.
29. "____ I didn't mean it."
30. Automatic Retro-Thrusters Activated. (abr.)
31. The RPG of Spying. (abr.)
32. A weight of great amount.
33. Hit/Miss Ratio. (abr.)
34. Reality Simulation Interval. (abr.)
35. Old english/scottish form of before.
36. Over the speed of light. (abr.)
37. Ground Effect Vehicle. (abr.)
38. Gigasecond. (abr.)
40. Same as 10 across.

TARGETING PRIORITIES: A STRATEGIC PERSPECTIVE IN "THE NEXT EMPIRE"

by Daniel P. Leonard

As the Yholoc commander, you have just received your latest turn. Things have been peaceful up to this point in the game, but now you are going to change all that. You have decided that Distor must go, so you have moved against him. You are now in attack position and have many targets to choose from. In military terms, it's a target rich environment. The big question now is, which ships to hit and which ones not to hit?

Assuming you can hit both large and small ships, the obvious answer is to hit the small ones. This is not however, the thoughts of every commander. Let me enlighten all you new commanders, and maybe some old ones too, as to why you should hit the smaller ships first.

1.) Lack of Protection - A small ship will almost never have any shields, therefore, every weapon fired at it will have the expected result, a hit!

2.) Easier to Destroy - A large ship with 16 hits can limp back home, get repaired and come back to fight another day. A size eight ship with 16 hits is space dust with no chance of return.

3.) Morale Effect - Completely losing a ship is much more devastating than having a ship injured. And being able to repair a ship is almost a victory itself, since your opponent really didn't hurt you.

Kill more, so your opponent repairs less, the morale effect alone can make players drop from the game.

4.) Denial of Enemy Presence and Sight - This concept is best described by example. Case 1: You kill four size eight ships in four different quadrants. Case 2: You kill two size 16 ships in two different quadrants. In case 1, you have denied your enemy the sight of four quadrants. In case 2, you have only denied your enemy the sight of two quadrants. Additionally, most scouts are small ships, so you may even deny more than four quadrants by killing the smaller ships.

5.) Conservation of Firepower - Everyone knows that you only need 15 points of damage to kill a size eight ship since it dies when all of its hull or systems are gone. You can even kill a ship with fewer hits if you get lucky. Well, what happens when you want to ensure the destruction of two size eight ships? You fire 15 points of damage into each for a total of 30 hits. Now, what happens when you want to ensure the destruction of one size 16 ship? You have to fire 31 points of damage. Granted, there is only a one point difference, but over a prolonged campaign, those ones add up.

Let me relate this to the military world. When

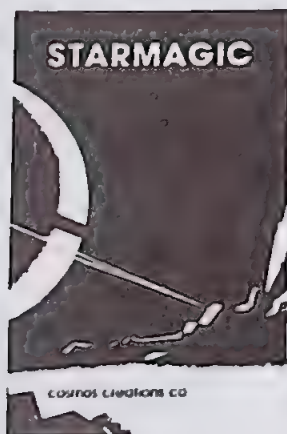
planning an attack on a carrier task force, you don't go after the carrier first. You hit all of the screens and support ships first. Then the carrier is a sitting duck. It's the same idea, small first.

This concept of small first can be applied at all levels of the game. For example, let's say the Distor player has three bases, which do you attack first? Why the smaller, weaker of the three of course. Or let's say there are three opponents that your alliance is going to take out. Which first? Take out the smallest, weakest first!

Hopefully, you who see the wisdom in this are not playing against me. If you are playing against me, well now you know what I will do. The nice thing about this strategy though is that you can't stop me from doing it!

For more info about The Next Empire, write to:

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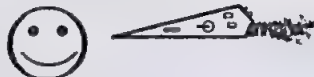
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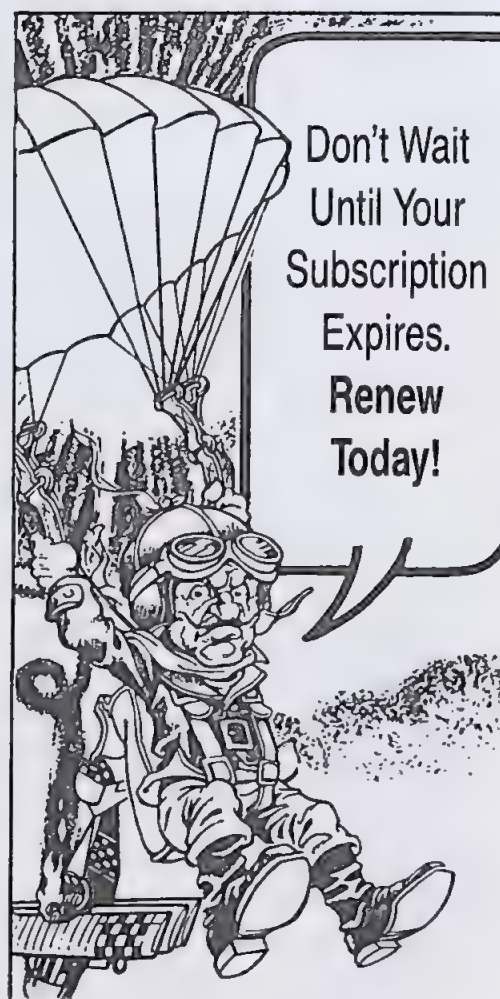
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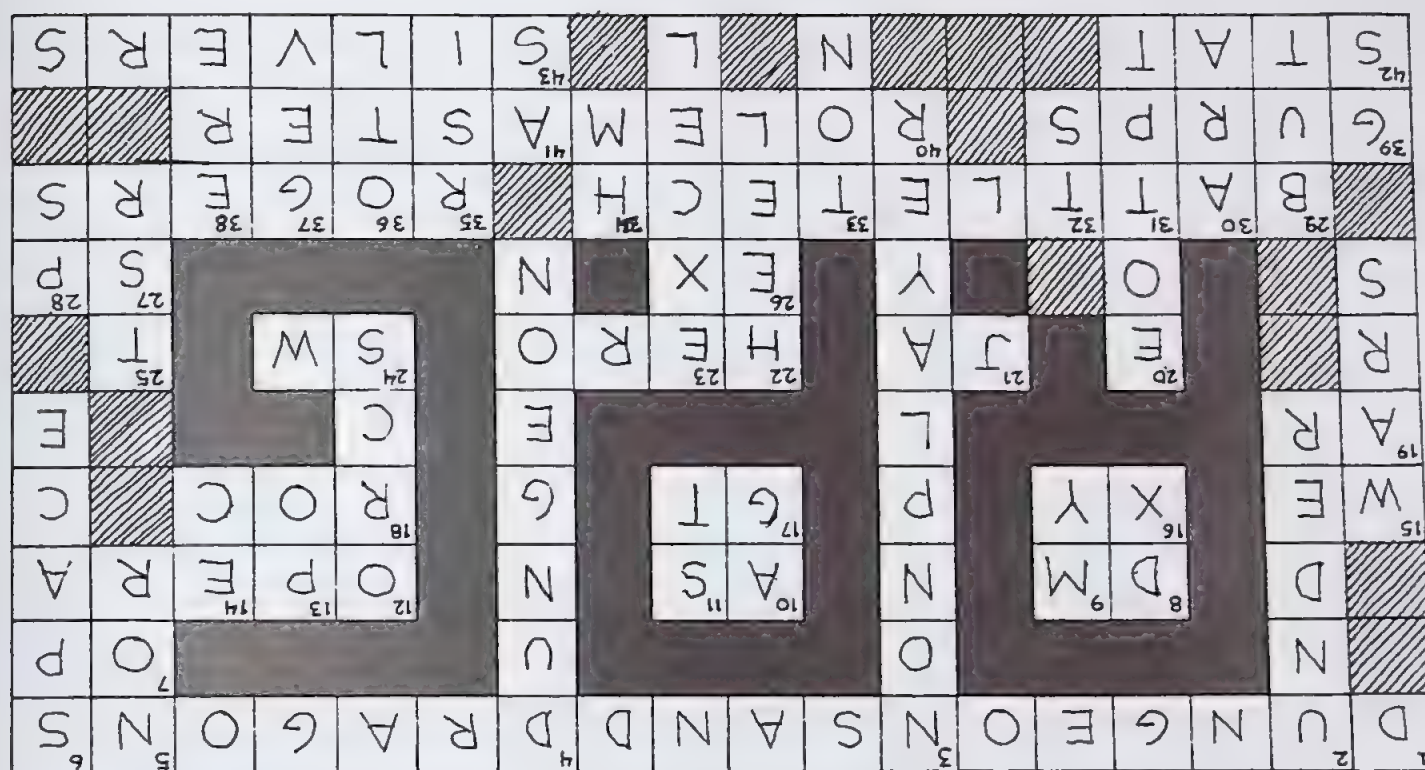
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About 2,000 gamers are expected to attend the three-day convention, which will be in the Southfield Civic Center in Southfield, a northern suburb of Detroit, Mich.

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Advance admission is \$12 for all three days, \$7 for just one day.

Preregistration information will include a list of all events, as well as a map of the convention site and several nearby motels and restaurants. The convention is accessible from I-96, I-75, U.S. 10 and U.S. 29.

For information on the convention or to preregister, write to Metro Detroit Gamers, P.O.

Box 656, Wyandotte, MI 48192.

For daytime information, call Barry Jensen at (313) 953-2125. For dealer information (after 6 p.m.) call Chris Stinson at (313) 453-0570.

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INCONJUNCTION XI

InConJunction XI will be held July 5-7, 1991 at the Adam's Mark Hotel in Indianapolis, IN. Our guests are: Author GOH, Victor Milan; Artist GOH, Vincent Jo-Nes; Toastmaster, Arlan Andrews. Other GOHs include Michael Kube-McDowell and Mitch Foust. Registration is \$15 until April 1, 1991, \$20 thereafter and at the door. Rooms are \$66 - single, double, triple, quad. Programming will include: Panels, Gaming, Art Show, Dealers Room, Filking, and Dances. Write:

InConJunction XI
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July 12 - 14, 1991 at the Atlanta Hilton and Towers, Atlanta, Georgia. **Confirmed Guests include:** Piers Anthony, Philip Jose Farmer, L. Sprague and Catherine de Camp, Margaret Weis, Tracy Hickman, George Alec Effinger, Stan Bruns, Jack Crain, Mike ("The Wizard of Speed and Time") Jittlov, Frank Miller, Lynn Varley, Brain Bolland, Dave Stevens, Al Williamson, The Atlanta Radio Theatre, and many many more. **Events include:** Fantasy Role-Playing, Strategic, Miniature and Computer Gaming in over 100 Featured Tournaments, 24-Hour Open Gaming, Four Tracks of Programing with over 80 Hours of Panels and Demonstrations, Writer's Workshop, Costume Contest (\$1,000 Cash Prize, write for info), Art Show and Print Shop, Video Room, Japanese Animation Room, Audio Listening Room, Consignment Auctions, Con Suite, Filk

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Horrorfest '91, will host the 3rd Annual Horror Literary & Media Convention. It will be held August 2nd - 4th, 1991, at the Bismark Hotel in Chicago, Illinois. A few of the attractions will be horror readings, guest speakers, panels, videos, a dinner banquet, horror flea market, and a costume ball. For registration information please send a long SASE with 45¢ postage to:

Horrorfest '91
P.O. Box 277652
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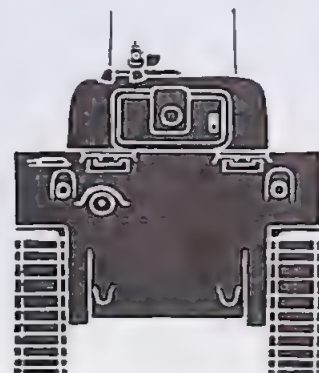
ANDCON '91

AndCon '91, the first National Play-by-Mail Gaming Expo and regional gaming convention, will be held September 13 to 15, 1991, at the Holiday Inn Hudson, in Hudson, Ohio. For information write:

AndCon '91
P.O. Box 142
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Fellow gamers I want your ideas for PBM games. Tell me what you like or don't like about the games you are now playing or have played and what type of game you would like to see. The first game I would like to run is a gladiator game, the ones to follow are up to you. State if you would consider playtesting at a much reduced rate.

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Antagony

Antagony is a vast island broken into six kingdoms by the dominate races of the land. Blistering summers followed by harsh winters burden this region. Earthquakes and pestilence make life here difficult, and the denizens of Antagony have always been plagued with one great evil...war.

A thousand years of prejudice makes the struggle for peace seem futile. One king or an alliance of two kings must conquer the land by use of a wide array of actions. Possible races include elves, dwarves, goblins, orcs, men, and ogres.

SETUP: \$15 (Includes rules, map, setup, and 3 turns.)

Rules & Map only: \$5.00 (may be applied toward setup)

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Beyond the Sea of Venom

In this detailed adventure game, you customize 4 characters to embark on a perilous adventure. The size of your party will grow as interesting characters join your campaign. A unique combat system and an exciting quest makes this game fun for all players. Send \$5.00 for rules, map, setup and \$5.00 game credit. Standard turns are \$2.50, and double turns are \$4.00.

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PBM COMPANY RATINGS AS OF 3-9-91

The PBM Company ratings are ratings on the service of PBM companies sent to us by readers and other PBM gamers. The companies are rated on the scale of 1 to 9 with 1 being the lowest and 9 being the highest ratings. Companies listed have a minimum of 10 responses.

Things to consider when rating the companies are dependability, quickness of service, how well they handle player questions, how well they keep their players informed, and how well they adapt to the player needs. You can update your rating periodically if there are changes in the service of the company. Just send in another rating sheet and we will change the rating on your file.

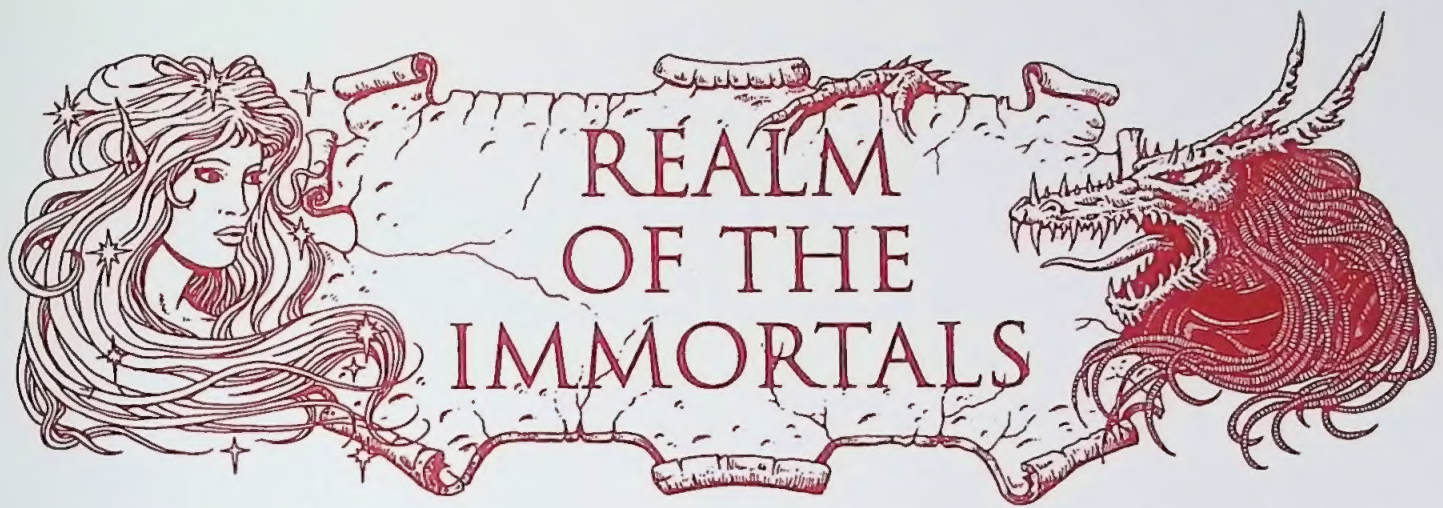
COMPANY	RATING	RESP	COMPANY	RATING	RESP
1 Grandel Inc	8.533	60	24 Blue Panther Ent	7.333	15
2 Sar-a-kan Games	8.389	18	25 Dragonbyte	7.188	32
3 Twin Engine Gaming	8.276	38	26 Advanced Gaming Ent	7.145	62
4 Simcoarum Systems	8.071	14	27 Games Without Frontier	7.140	25
5 Sivijs & Berchtold	7.952	21	28 Palace Simulations	7.000	15
6 Orpheus Publishing Co.	7.900	35	29 Zorph Enterprises	6.984	55
7 JFH Games	7.821	14	30 Galactic Simulations	6.967	30
8 Ark Royal Games	7.816	19	31 Vigard Simulations	6.938	12
9 C-T Simulations	7.810	29	32 Advent Games	6.848	33
10 Prime Time Programming	7.806	108	33 Dragon Games	6.778	10
11 Midnight Games	7.794	148	34 Rolling Thunder Games	6.678	73
12 C2 Simulations	7.768	25	35 Fantastic Simulations	6.589	73
13 Battle-Magic Gaming	7.750	30	36 Rebel Enterprises	6.588	17
14 Games Adventure	7.727	11	37 Marguerite Dias	6.500	11
15 Flying Buffalo Inc	7.689	277	38 Infinite Odysseys	6.467	15
16 LAMA	7.670	48	39 Mindgate	6.417	12
17 Graaf Simulations	7.627	162	40 Clemens & Associates	5.906	32
18 Cosmos Creations	7.545	11	41 Adventure Simulations	5.631	13
19 Andon Games	7.506	79	42 Schubel & Son Inc	5.508	94
20 Emprise Game Systems	7.489	75	43 Adventures By Mail	5.332	197
21 Cyborg Games	7.419	80	44 Quest Games Inc	5.290	31
22 Eckert Gaming Group	7.416	37	45 Reality Simulations	5.116	190
23 Game Systems Inc	7.378	139	46 Pegasus Productions	4.873	118

PBM GAME RATINGS AS OF 3-9-91

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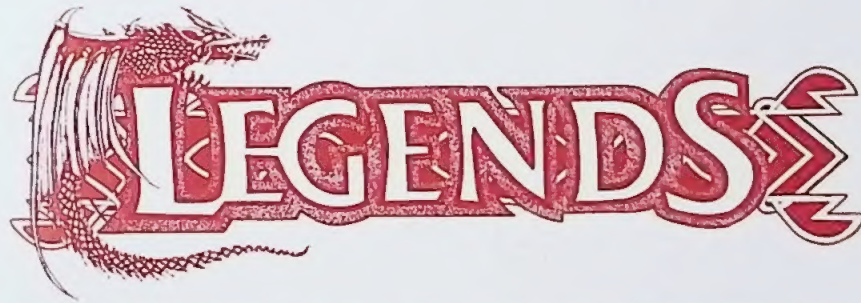
Things to consider when rating the games are playability, design, ease of understanding the rules, and ease of understanding game printouts. We have a separate ratings for PBM companies. Only rate the games that you are currently playing. You can update your rating periodically if there are changes in the game. Just send in another rating sheet and we will change the rating on your file.

	GAME	COMPANY	RATING	RESP
1	Adventurers Guild	Entertainment Plus	8.400	10
2	World War IV	JFH Games	8.231	13
3	Fire in the Galaxy	Sar-a-kan Games	7.889	18
4	Adventurer Kings	Ark Royal Gaming	7.875	20
5	Modern World Conquest	Prime Time Programming	7.872	43
6	Sovereignty	Silvius & Berchtold	7.792	24
7	Supernova II	Rolling Thunder Games	7.728	72
8	Atlantix	Battle-Magic Games	7.714	14
9	World Conquest	Prime Time Programming	7.709	103
10	New Dawn	Marguerite Dias	7.654	13
11	Epic	Midnight Games	7.641	116
12	Out Time Days	Twin Engine Gaming	7.638	29
13	Orion Nebula	Orpheus Publishing Co	7.631	35
14	Legends	Midnight Games	7.594	53
15	New Order	C2 Simulations	7.510	21
16	The Next Empire	Cyborg Games	7.472	79
17	Continental Rails	Graaf Simulations	7.395	73
18	Star Saga	Infinite Odysseys	7.313	16
19	Starweb	Flying Buffalo Inc	7.294	143
20	CTF 2187	Advanced Gaming Ent	7.275	40
21	WW Battle Plan	Flying Buffalo Inc	7.273	51
22	Galactic Prisoners	Grandel Inc	7.262	61
23	Mobius I	Flying Buffalo Inc	7.250	48
24	Star Cluster Omega	C-T Simulations	7.117	30
25	Kings & Things*	Andon Games	7.102	49
26	Spiral Arm	Graaf Simulations	7.067	52
	Global Supremacy	Schubel & Son	7.067	52
28	Swords of the Gods	Galactic Simulations	7.046	27
29	Into Infinity	Battle-Magic Gaming	7.043	23
30	Domination	LAMA	7.021	48
31	Starmagic	Cosmos Creations	7.000	12
	War 1940	Schubel & Son	7.000	14
	Space Combat	Twin Engine Gaming	7.000	19
34	Alamaze	Pegasus Productions	6.955	139
35	Galactic Power	Vigard Simulations	6.886	11
36	Empyrean Challenge	Dragonbyte	6.875	16
37	Rimworlds	Palace Simulations	6.867	15
38	Quest/Great Jewels	Zorph Enterprises	6.769	54
39	Fleet Manuevers	Fantastic Simulations	6.759	58
40	Death & Sorrow	Eckert Gaming Group	6.746	37
41	Family Wars	Andon Games	6.736	36
42	The Weapon	Fantastic Simulations	6.733	30
43	Illuminati	Flying Buffalo Inc	6.695	64
44	Crack of Doom	Advanced Gaming Ent	6.629	35
45	Battle Plan	Flying Buffalo Inc	6.569	35
46	State of War	Game Systems Inc	6.560	50
47	Earthwood/Sea Kings	Game Systems Inc	6.538	39
	Evermoor	Games Adventure	6.538	12
49	Xenophobe	Emprise Game Systems	6.529	34
50	Warp Force Empires	Emprise Game Systems	6.523	48
51	Company Commander	Schubel & Son	6.520	26
52	Monster Island	Adventures by Mail	6.500	41
	Earthwood/Original	Game Systems Inc	6.500	79
54	Feudal Lords	Graaf Sim & FBI	6.467	106
55	Supremacy	Andon Games	6.423	13
56	Duelmasters	Reality Simulations	6.365	89
57	Ad Astra	Dragonbyte	6.353	17
58	Stars of the Darkwell	Mindgate	6.333	12
59	Blood Pit	Emprise Game Systems	6.309	11
60	Darkworld	Rebel Enterprise	6.267	15
61	Kingdom	Graaf Simulations	6.186	35
62	Galactic Conflict	Flying Buffalo Inc	6.154	13
63	Beyond The Quadra Zon	Quest Games Inc	6.150	20
64	Crusade	Schubel & Son Inc	6.136	11
65	Nuclear Destruction	Flying Buffalo Inc	6.071	28
66	Heroic Fantasy	Flying Buffalo Inc	5.865	85
67	Venom	Game Systems Inc	5.800	38
68	Takamo	Advent Games	5.740	33
69	Hyborian War	Reality Simulations	5.709	140
70	Starlord	Flying Buffalo Inc	5.640	43
71	Space 101	C2 Simulations	5.417	12
72	It's A Crime!	Adventures By Mail	5.307	145
73	Capitol	Adventures By Mail	5.060	25
74	Beyond/Stellar Empire	Adventures By Mail	5.016	32
75	Starbase	Quest Games Inc	4.706	17
76	Dark Blades	Adventure Simulations	4.278	18



The dark arm of the Overlord stretches across the land. The Evil One's magic reaches out to strike down those who might oppose his will. Dwarven strongholds have been overrun by the Overlord's undead hosts. For the first time, Maratasen clans fight amongst themselves. Paverain and Talthain are gathering their strength for the struggle. Working neither for, nor against, the Overlord, the Dragon King has begun to shape events toward his own dark designs. The future of Verana is uncertain.

Only those valiant enough to take action will determine Verana's fate.



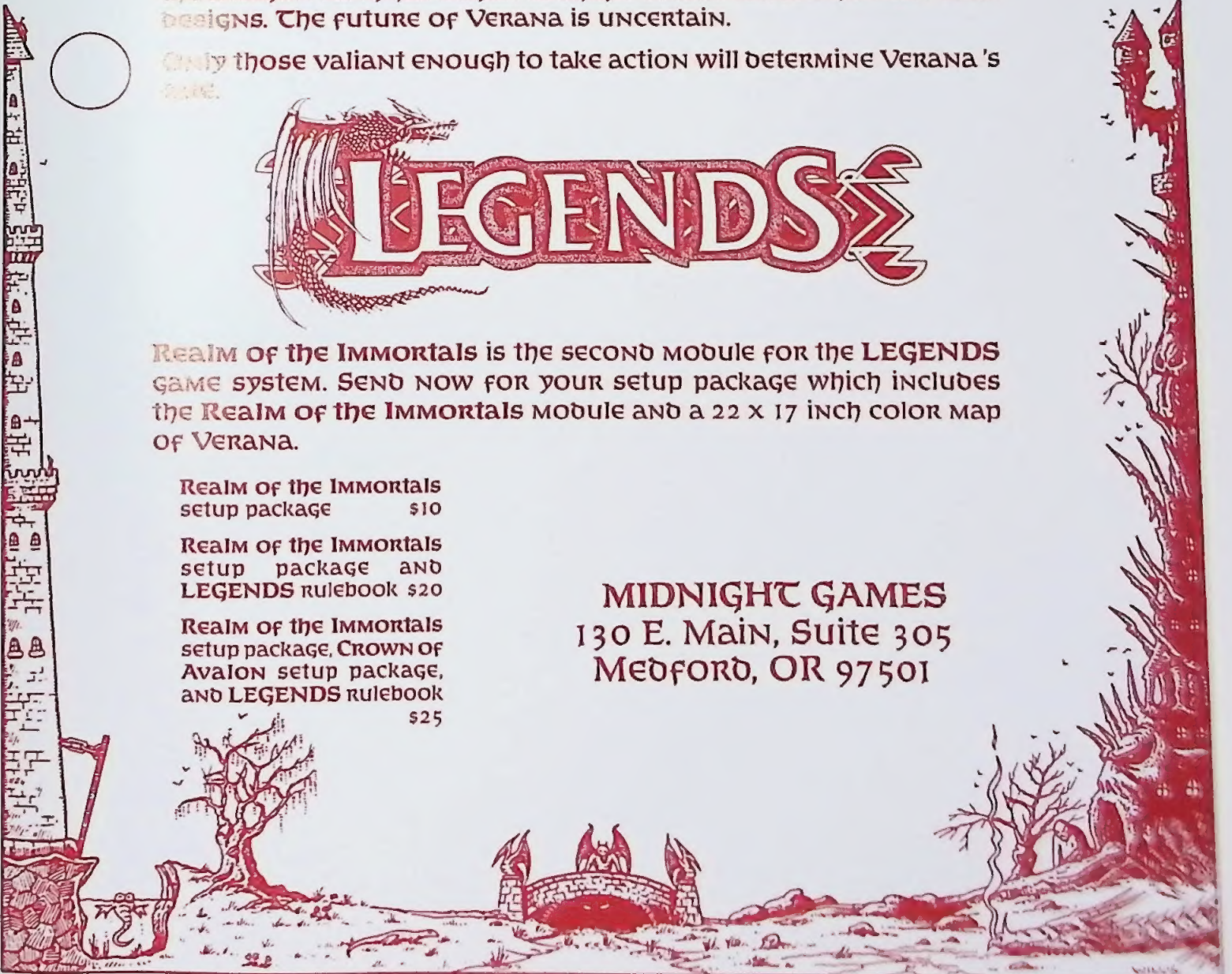
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